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HAND-HELD GO! VIDEO GAMES

ISSUE 18 APRIL 1993

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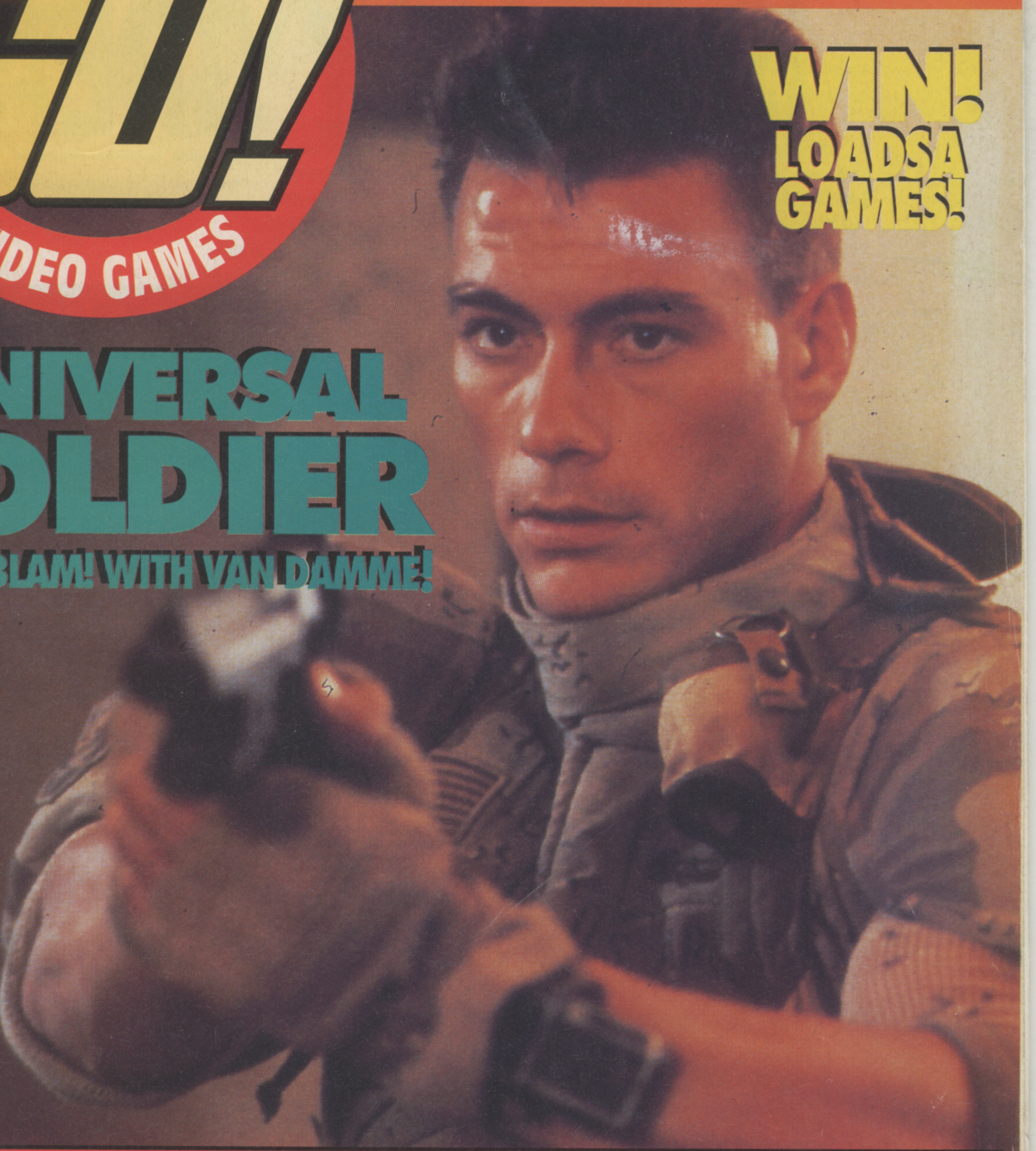

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INSIDE
- ANDRE PANZA KICKBOXING
- PITFIGHTER
- CRASH DUMMIES
- DEFENDERS OF OASIS
- SOLDIER BLADE
- MORE! MORE! MORE!

GAME BOY GAME GEAR LYNX GT

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MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

HAND-HELD GO! VIDEO GAMES

BLOODY NORA! Another issue of GO!, another deluge of top titles to tease and tantalise on the titchies! There's something for everyone this issue, from Crash Dummies on Game Boy and Defenders of Oasis on Game Gear, to Pitfighter on Lynx and Andre Panza Kickboxing on GT! Who else gives you all you need to know about the hand-held scene, each and every month, and still cost you not one red cent? No-one, that's who! . . . And on the subject of things that cost nowt, how about a chance to win a free hand-held game of your choice? What we want you to do is draw a comical situation involving the GO!Bots; it can be anything you want, as long as it's printable! Make it funny, and shove it in an envelope addressed to: JUST GIVE ME THE GAME, *GO!*, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get your entry to us by 14th March, 1993, and if yours is the best of the bunch, you win! In the meantime, have fun and enjoy!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 18 APR

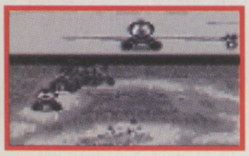
6 ANDRE PANZA KICKBOXING

Punch, smack and generally do damage to a variety of folk in this excellent Amiga-to-GT convert! We think it's tops - check out the Review and see for yourself!

8 PITFIGHTER

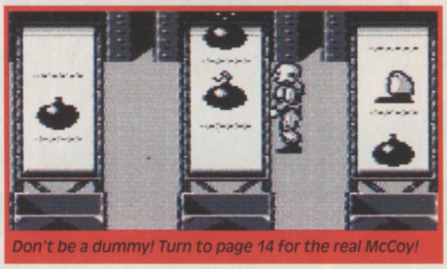
Buzz, Ty and Kato come to the Lynx at last! Atari's conversion of their own hit coin-op looks the part, but how does it play?

13 MINI MARIO KART



Falling through the ***GO!*** letter-box at the very last minute, this Game Boy version of the Super Nintendo smash just couldn't be left out! ***GO!*** brings you the hottest Reviews - and nothing's hotter than Mini Mario Kart!

14 CRASH DUMMIES



Don't be a dummy! Turn to page 14 for the real McCoy!

When they're not starring in adverts for Volvo, the Crash Dummies are up to all sorts of craziness! They need cash for their hols, and you've got to help them earn it in this laugh-a-minute cart!

18 SOLDIER BLADE

New from Hudson Soft, the firm behind the stunning blast-fest Gunhed, comes Soldier Blade, another shoot 'em up par excellence! Does it match the quality of its predecessor? Turn to the ***GO!*** Review and take a gander!

20 HUMANS

Now the Game Boy gets a version of the Lemmings-alike! Rescue the prehistoric prannies from their own ignorance - it's all here in the rather smart ***GO!*** Review!

22 DEFENDERS OF OASIS

There aren't that many role-playing games available for the Gear, so it's good to see one as fab as this! Three rings of power are there for the taking, and there's a princess to rescue, too!

24 UNIVERSAL SOLDIER

It may be a blatant rip-off of Turrican, but Accolade are nonetheless chuffed with their Game Boy movie tie-in. Become big Jean Claude Van Damme and blow lots of nasties up across loads of levels!

No, we haven't put a Turrican shot in by mistake! It's Universal Soldier, and you can check it out on page 24!

★★★

EDITOR: Paul Rand ART EDITOR: Jenny Abrook CRASH DUMMIES: Paul Anglin Steve Keen (S)AD MANAGER: Jim Owens PRODUCTION ASSISTANT: Bermondsey Dave Nye PRODUCT MANAGER: Sarah Hillard MANAGING EDITOR: Steve James WEIGHTY ISSUE: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED IN THE UK BY: Kingfisher Web COLOUR BY PrePress, London EC1 GO! EDITORIAL AND ADVERTISING DEN OF INIQUITY: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 972 6700 FAX: 071 972 6701 HANDY TIP: Battlin' Bessie in the 2.40 at Haydock Park COPYRIGHT WARNING: We just won't believe that the big boys did it and ran away.

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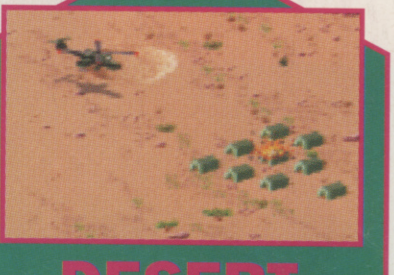
And when you buy CVG you don't just get one magazine - you also receive GO!, the definitive guide to hand-held video gaming - FREE!

NEWS

RoboCod
U.S. GOLD
SEGA
Master System

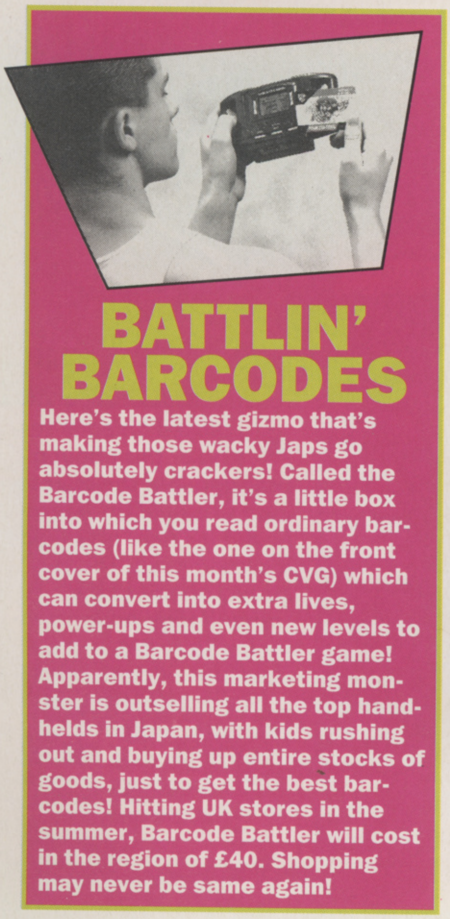
LICENSED TO GILL!

His name is Pond – James Pond. And keep an eye out for him, because he's coming soon to both Game Boy AND Gear! Robocod, James' second adventure is in the process of being converted to both hand-helds by Ocean and US Gold respectively and they're both looking well smart!
For those of you who don't know, Robocod is a 007-type aquatic agent who's been given bionic body parts, allowing him to stretch to enormous degrees and generally smack baddies about! Both the Megadrive and Amiga originals were a real hoot, featuring fab graphics and excellent gameplay. Ocean and US Gold claim that their versions will be as close to the original as possible – that may sound as though the Gear game has the upper hand, but Ocean's recent GB convert of Lemmings – recently released after Sega's own Gear effort, was a top title which really gave the GG game a run for its money. So don't think for a second that the Boy can't hold its own and expect to see exclusive GO! Reviews of both versions in the coming months!



DESERT STORMER!

One of the most popular blasts ever comes to Game Gear soon, courtesy of the company who DIDN'T create it in the first place! Megadrive smash hit Desert Strike, which is also giving a very good account for itself on the SNES, is being produced on the Gear by 8-bit Sega specialist Domark, whose GG titles Prince Of Persia and Super Space Invaders have already earned top accolades in GO! According to the Putney-based boys, they're confident that the titchy version will be as good as the original!
It's being produced by top programming team The Kremlin and, says Domark, "It'll be as true to the original as it possibly can be." What that means is all the levels will be stuffed into a four-meg cart, with graphics being as close to their 16-bit counterparts, shown here, as they can. GG Desert Strike will be priced at around £27.99, and we'll be reviewing it soon!

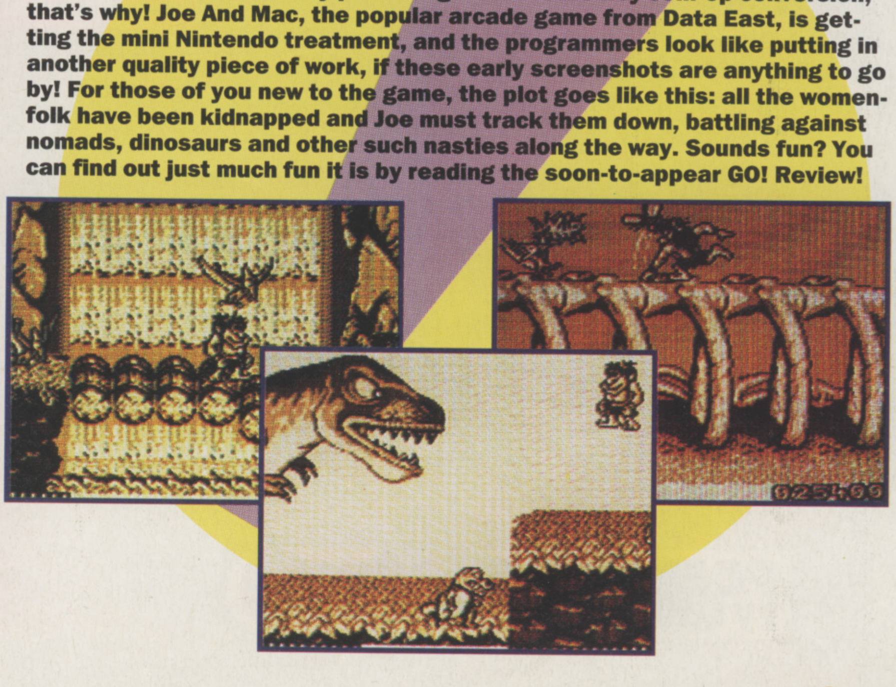


BATTLIN' BARCODES

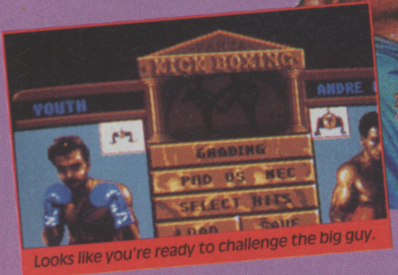
Here's the latest gizmo that's making those wacky Japs go absolutely crackers! Called the Barcode Battler, it's a little box into which you read ordinary barcodes (like the one on the front cover of this month's CVG) which can convert into extra lives, power-ups and even new levels to add to a Barcode Battler game! Apparently, this marketing monster is outselling all the top handhelds in Japan, with kids rushing out and buying up entire stocks of goods, just to get the best barcodes! Hitting UK stores in the summer, Barcode Battler will cost in the region of £40. Shopping may never be same again!

UNGA! BUNGA!

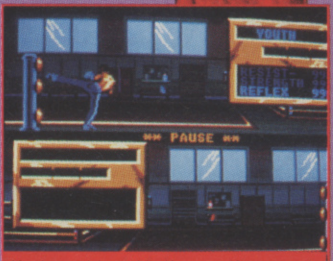
Elite has been pretty quiet since the release of Dr. Franken. Why is that? It's because it's been busy producing a new Game Boy coin-op conversion, that's why! Joe And Mac, the popular arcade game from Data East, is getting the mini Nintendo treatment, and the programmers look like putting in another quality piece of work, if these early screenshots are anything to go by! For those of you new to the game, the plot goes like this: all the womenfolk have been kidnapped and Joe must track them down, battling against nomads, dinosaurs and other such nasties along the way. Sounds fun? You can find out just much fun it is by reading the soon-to-appear GO! Review!



Andre Panza KICKBOXING



Looks like you're ready to challenge the big guy.



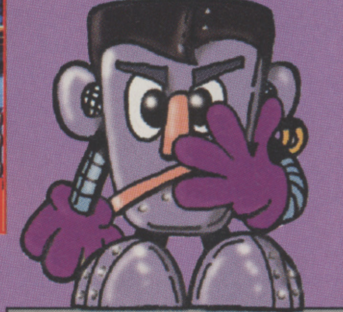
You've got to get in the gym if you want to beat the best.

Andre Panza used to be one of the hardest guys around. He held the World Kickboxing Championship title for longer than anyone cared to remember, and on top of that was a jolly nice chap to boot. Now he's something of an old git who sits at home watching repeats of Countdown, drinking Horlicks and moaning about not being able to find anything on the new shelf arrangement in Safeway. But even this hasn't stopped Loriciel from getting him to endorse its latest Turbo Express cart!

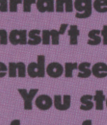
You start as a young hopeful in the world of professional kickboxing and your mission is to climb the rankings and eventually knock the great Andre off his pedestal. Like all young upstarts, you must start from the bottom of the pile, challenging increasingly better fighters as you go and building up your strength in the gym. Make it to the top and you'll earn fame, fortune and Andre Panza's belt – go for it!

SMASH HITS

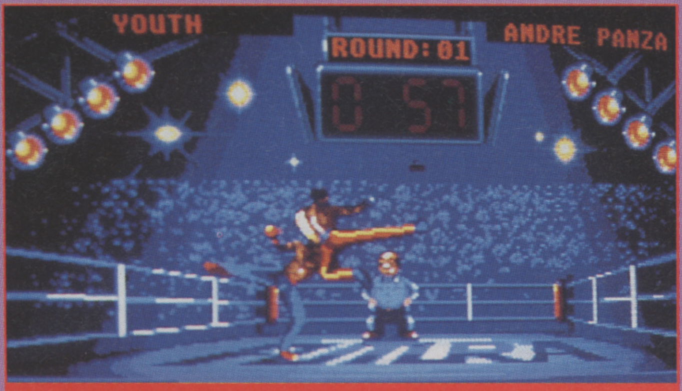
There are a total of seven different fight options, each consisting of fourteen different moves. Push the joypad in a certain direction and your fighter will perform one attack; hold the fire button down at the same time to perform a different manoeuvre. Each set has a number of moves that exist solely to soften up the opponent and a couple that will absolutely flatten him with one strike; you'll have to learn them all if you want to wear the world crown.



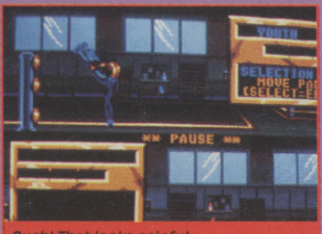
" I played an early version of this about a year ago, but the release date was held up severely. But it's here now, and it's impressive. This is streets ahead of the rather dodgy Amiga original, with faster, more fluid play. It can become a bit samey playing on your own, but get a mate hooked up and you're laughing. "



PC ENGINE GT £30.00
BY LORICIEL



Damn it I missed!



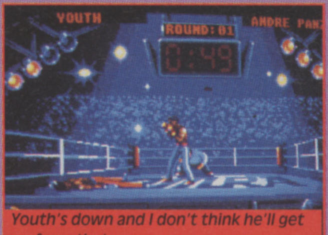
Ouch! That looks painful.

THIS IS THE AGE OF THE TRAIN

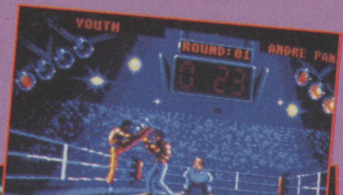
If you want to step into the ring with the real hard lads, you'll have to train. Your training focuses on three aspects – Resistance, Strength and Reflexes. To build up your resistance, tap the buttons of your Turbo Express, Track and Field style, to kick the training bag. Strength is gained using exactly the same process as resistance, but to build up your reflexes you move to the fighting dummy. This consists of three pads which extend randomly from the doll, and you have to strike them before they retract. The more you strike the pads, the faster your reflexes become.

IT'S A KNOCKOUT!

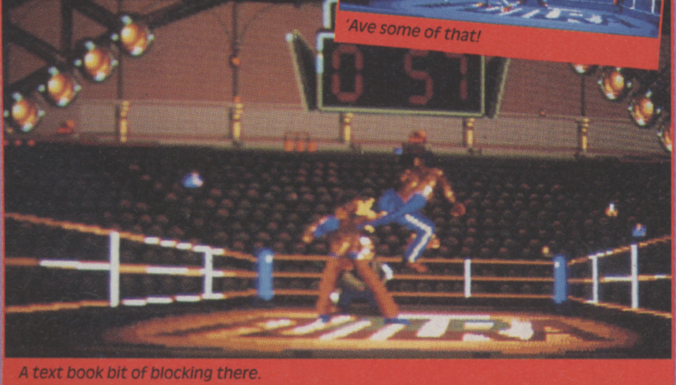
There are two ways to win a fight in the world of Kickboxing. The first is the good, old fashioned knockout. Catch your opponent with one of your better moves and you might be lucky enough to deck him with your first strike. Should you manage to knock your opponent to the floor three times in the same round, he'll stay down. If, however, you fail to knock the other fighter out within the permitted amount of rounds, the match will be decided on the amount of energy you both have left.



Youth's down and I don't think he'll get up from that.



'Ave some of that!



A text book bit of blocking there.

NRG

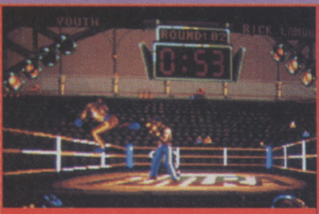
Panza Kickboxing brings a whole new meaning to the term "punch his lights out"! Yours and your adversary's energy is represented by five spotlights across the ceiling of the arena. There are three different stages of damage on each light.

Red - this light is at full strength.

Orange - that particular light is only at half strength – one hard hit and it's finished.

Black - this light is completely gone and you're onto the next one.

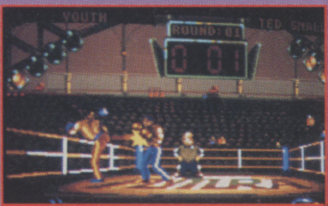
When all your lights are out, it's time to go bye-byes.



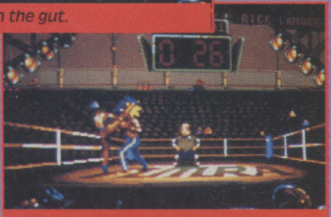
Jump, jump. Panza'll make you...

PANZA'S OUT IN FORCE

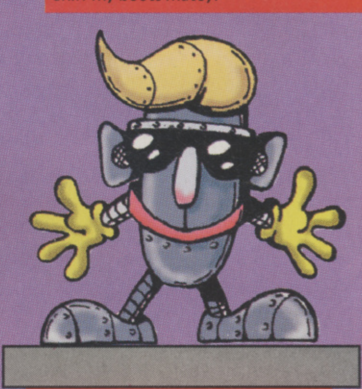
Andre Panza has become quite a star both in and out of the ring. As well as being one of the greatest kickboxers of all time, he's endorsed a fair few versions of this Kickboxing game, which first appeared ages ago on the Amiga. The title was never that much of a hit, but it was destined for conversions-a-plenty. The Super Nintendo version is on its way – in fact, you can check out the review in CVG this month.



Ooh straight in the gut.



Sniff my boots matey.



> *I'm pretty familiar with the Amiga version of Panza Kickboxing and personally think that it smells of old socks. This version has been improved to quite an extent but I still don't like it. There's just not enough there to keep you interested for longer than a couple of weeks. Worth a look if you're an avid beat 'em up fan, though.*
>
> ☆✡✳✵ ✳✡✵✿

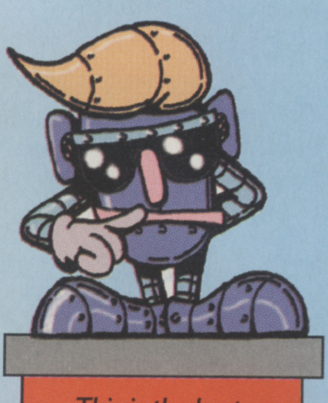
THANKS...to Console Concepts (0782 712759) for the review cartridge.

8 LOOK	8 SOUND
7 FEEL	6 VALUE

81 OVERALL

Forget Lennox Lewis and Randy Savage; real men (and the odd woman) head for the pits when they want a ruck! Pitfighter is the game of illegal combat, in which the fighters gather in sawdust-strewn carparks for a mass bundle and use every dirty trick in the book to become the world Pitfighter champions! Originally appearing in the arcades from Atari, they've finally got round to converting this popular beat 'em up to the Lynx. Other versions have met with mixed receptions – does this one pack the necessary punch?

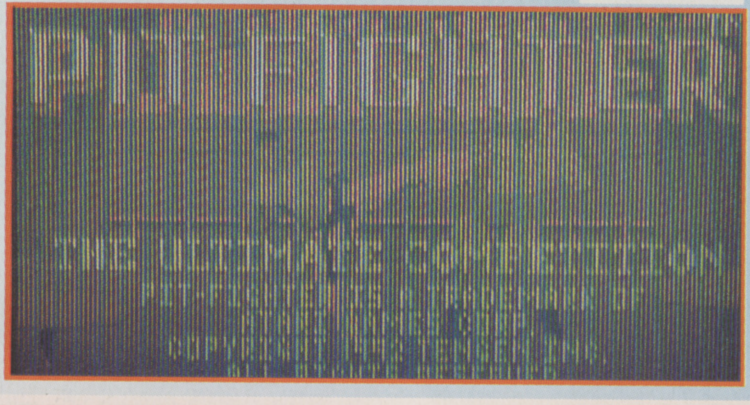
I bet he likes big dinners!



“This is the best conversion of the popular coin-op I've seen to date. Graphics are true to the original and the sprite-scaling really works. Unfortunately, like the arcade original, the gameplay is somewhat bland and samey. But if you enjoyed the coin-op, you'll go gaga over this!”

PAUL RAND

LYNX ATARI - £29.99



Get ready to grapple!

PITFIGHTER

IT'S THE VILLAGE PEOPLE!

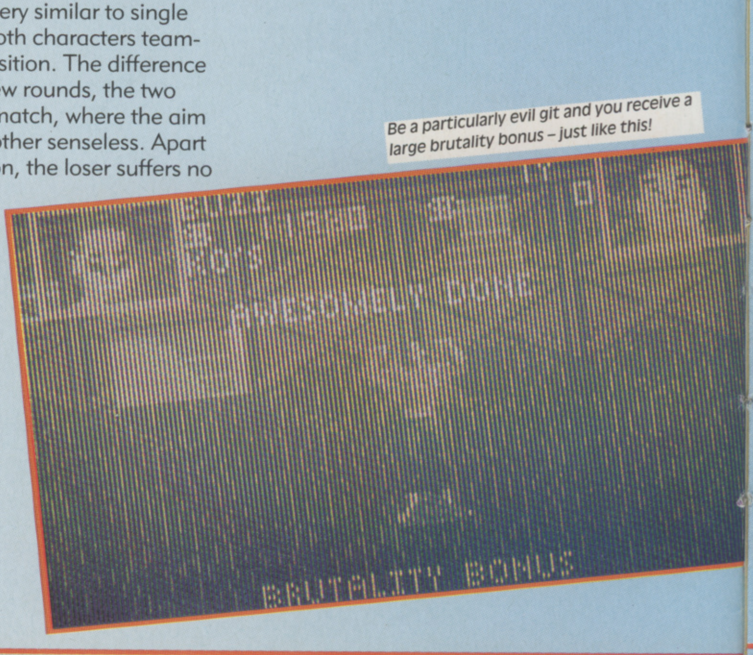
Your opponents are a very dodgy bunch indeed. They're kitted out in Mad Max meets The Village People garb which consists of plenty of leather and chains. Each character appears twice during the game, and are a lot tougher the second time around. With exotic names such as Angel and CC Rider, they might sound sad but boy, can these guys and gals hurt!

TY
376680
TY
$ 24900
$
Oh dear, you've lost the grudge match. You sad man.

VENGEANCE IS MINE

The two-player game is very similar to single competitor mode, with both characters teaming up to batter the opposition. The difference here is that, after every few rounds, the two humans enter a grudge match, where the aim is simply to smash each other senseless. Apart from complete humiliation, the loser suffers no ill effects in this round and can still advance to the next stage to unleash their anger on the computer players.

Be a particularly evil git and you receive a large brutality bonus – just like this!



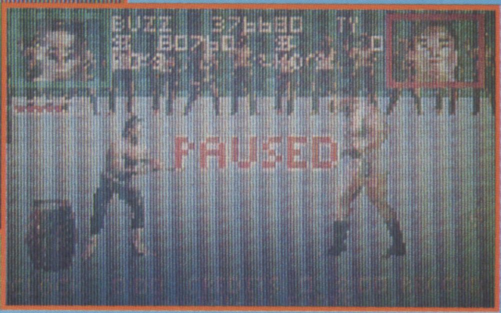
MOTORBIKE CAPERS

All this punching and slapping really chafes the knuckles of the fighters, so it's just as well that the Pitfighter organisers have left plenty of weapons lying around for the combatants to use. More conservative implements include knives and throwing stars, which inflict moderate amounts of damage. At the other end of the scale motorbikes and packing crates act as effective, if somewhat unorthodox, projectile weapons.

PAUSED
CLOCK
CREDITS

Ouch! When you come to, why not pick up that crate and bounce it off the baddy's bonce!

It's a barrel of laughs when you tackle this large lad. Wait a minute – no it isn't!



'ARD NUTS

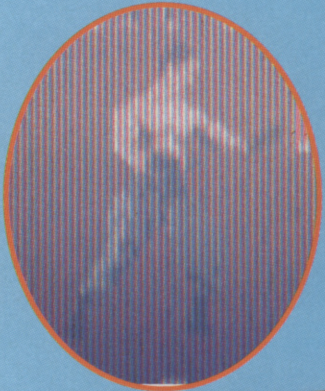
Pitfighter's three heroes each have different fighting styles. They all possess a standard set of moves, plus a devastating special attack which will always leave the opponent floundering on the floor wondering which appendage has just been kicked off.

BUZZ:

He may be slow, but Buzz is the strongest of the trio. His skills come from his days a professional wrestler, and he has the muscles to prove it. Apart from a rock-hard range of punches and kicks, Buzz can also piledrive his opponents into the sawdust.

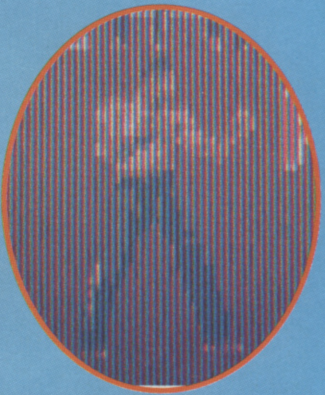
KATO:

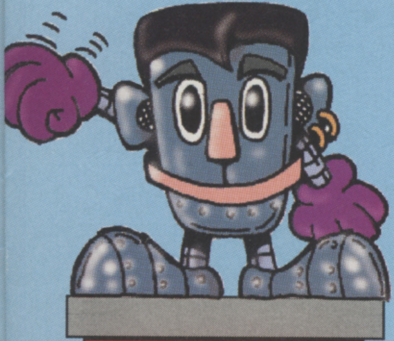
This karate master dazzles his opponents with high kicks and lightning fast punches. His special move is an incredible burst of unstoppable slaps and punches that totally annihilates the recipient.



TY:

Armed with considerable kick-boxing prowess, Ty is the fastest of the three. Ty's special attack is a flying roundhouse kick which flattens anyone unfortunate enough to get in the way.





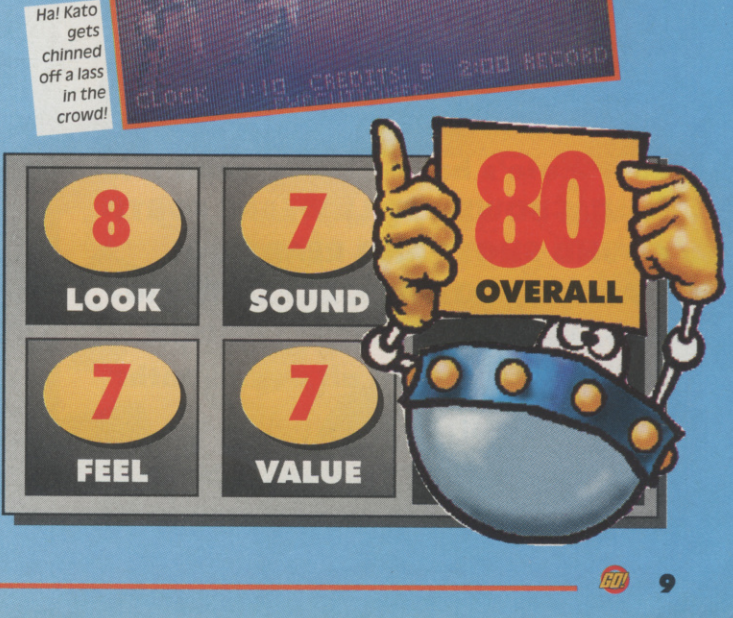
> *I have to agree. This is a good convert of a rather average arcade game. The original may have been the bee's knees in its day, but since then it's been superceded by better beat 'em ups. Pitfighter is certainly the best battler on the Lynx, but it hasn't got much in the way of competition, has it.*
>
> ***PAUL ANGLIN***

AUDIENCE PARTICIPATION

The people who turn up at pitfights aren't the kind who are content with mere cheering and munching popcorn. This lot like to get to grips with the combatants; some even bring their own weapons! Should a fighter stray, or be thrown, into the crowd, he can expect to receive one almighty kicking. Still, revenge can be extracted on over-zealous audience members who stray from the crowd. Smack one of them and you can be sure of brutality bonus points at the end of the round.

KATO
PAUSED
CLOCK
CREDITS
RECORD

Ha! Kato gets chinned off a lass in the crowd!



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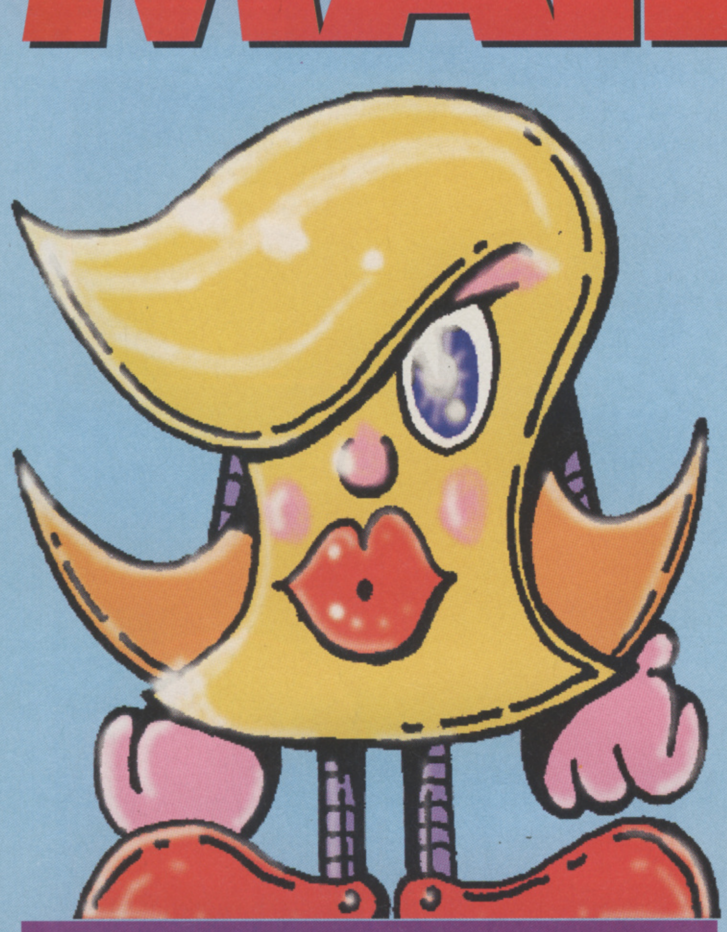


Hello and welcome to this month's fine and dandy GO! Mailbag! A fair assortment of letters await your perusal this month, but there's still a real lack of pictures coming in. Come on everyone, put your machines down for one minute and get drawing! If you've got anything you want to say other than how crap your mate's hand-held is, send it in to: JIM BOWEN STILL WEARS FORTY-POUND SHOES AND READS GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU. See you all next month!

OUR HOUSE

Dear **GO!**

I don't need to praise you as I'm sure you are sick of it, but you're great! Please, please, please print these questions as I desperately need the answers.

1) Does the PC Engine GT have exactly the same performance as the PC Engine, ie when you play a game on the GT is it exactly the same as on the Engine?
2) How many colours does it have?
3) Will you do more reviews for it as you have hardly done any?
4) Should I get the Japanese or the American machine?

Please answer these questions, as I am considering buying one and they are not cheap! By the way, all you people arguing about the best hand held – shut up! We are sick of you! Thanks for your time,

Matthew Philips, New Barnet, Herts.

1) As I've said many a time before, the PC Engine GT is just a standard PC Engine squeezed into a smaller box.
2) The machine can display sixteen colours on-screen from a palette of 512.
3) As you know, PC Engine software isn't the easiest thing in the world to get hold of but you can expect to see more Engine/GT stuff in GO! and CVG in the future.
4) Get the American one, then you'll be able to read all the text.

BED AND BREAKFAST MAN

Dear **GO!**

Seeing as I'm writing from Australia I thought I should write something worthwhile. But I couldn't think of anything, so I sent you a picture. Bye.

Brett Weekes, QLD Australia.

PS. What was that? England? Football?
PPS. Who is YOB really?
PPPS. What do you think of Snoopy's Magic Show?

Yes, well, that's hardly surprising, is it?
PS. If you're getting at English football, where were Australia in the World Cup? And as for the Cricket World Cup, what can we say?
PPS. He's your best friend, he is.
PPPS. You sad man!

ONE STEP BEYOND

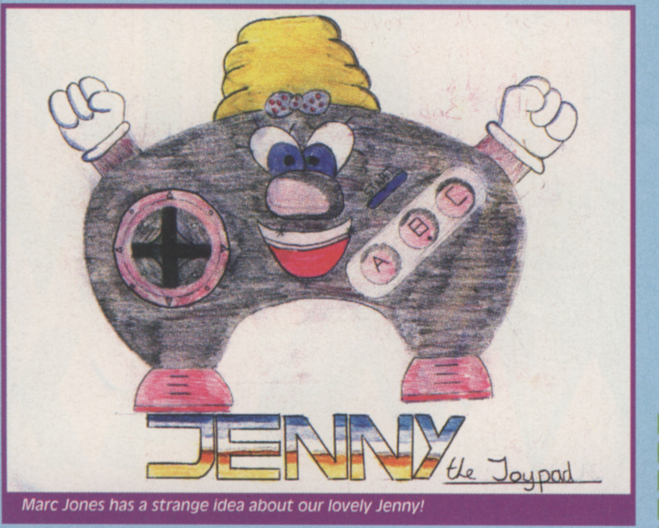
Dear **GO!**

I think CVG and GO! are brilliant, but GO! is the best. I'm going to get an Atari Lynx II soon and I have some questions to ask you. Please answer them seriously.

1) Is Streetfighter II going to come out on the Lynx?
2) Is it going to come out on the Master System?
3) When will it be coming out on both (if it does)?
4) Will there be a Sonic 3?
5) Could you show me some Master System II and Lynx games in CVG?

Clint Gover, Frome.

1) Wibble Wibble I am a tree.
2) Flobble Flobble the bread has burst.
3) Merrble merrble.
4) Ding dong merrily on high...
5) Flibble flobble weed.



Marc Jones has a strange idea about our lovely Jenny!

RETURN OF THE LOS PALMAS SEVEN

Dear **GO!**

I think CVG and GO! are the best multi-format magazines in the world. Now I have some questions for you.

1) How come a high specification machine like the Lynx does not get decent software support?
2) Bart vs The Space Mutants was a big pile of jobbies on every other format, so is the Game Gear version any different?
3) Is it possible to connect the Game Gear to a television? If so, how much does it cost?

David Incliffe, Co' Durham.

1) It does!
2) It's the same as all the other versions, I'm afraid.
3) No.

TARZAN'S NUTS

Dear **GO!**

I brought CVG for the first time because I heard about GO! and it's brilliant. I own a Lynx and I've only found two magazines that cover it, and GO! is the best. Can you answer a few quezzies for me?

1) Are you going to show my picture?
2) Is Lemmings good on the Lynx?
3) Is Taz Mania coming out on the Lynx?
4) Is the Lynx sad, because Jordan Hewe said it was in the January issue?
5) How much will the Game Gear-to-Lynx converter cost?
6) Will there be a magnifier for the screen on the Lynx, 'cos it'd be brill?

Daniel McEvay, Farnborough, Hants.

1) No.
2) Don't know, it's not out yet.
3) 'Fraid not.
4) Is Daniel McEvay sad because he sounds it in issue 18?
5) No price has been fixed yet.
6) Why do you need one – the screen's big enough as it is!

BAGGY TROUSERS

Dear **GO!**

I saw an Atari Lynx with a Megadrive adaptor for sale in Microsells issue 15.

1) Where can I get this adaptor and how much will it cost?
2) When will the Lynx-Game Gear adaptor be coming out?
3) What is the best game out for the Lynx?

John Kenney, Sheffield.

1) I think someone's been spinning your Jimmy.
2) There's no release date yet, but we'll let you know.
3) Dracula.

THE PRINCE

Dear **GO!**

I have been reading your magazine for some time now and have come to the conclusion that it is the best. Anyway, enough of that boring drivel. My friend said Streetfighter II is coming out on the Megadrive, Master System and Game Gear. Is it true?

Tom Young, Wales.

PS. Don't make any crap Welsh sheep jokes because they are not funny.

Streetfighter II IS coming out on the Megadrive but as far as the Game Gear and Master System are concerned, I think there's more hope of Arsenal winning the league! I think you're right about Welsh jokes, they're really not funny. Mind you, the Welsh rugby team is pretty comical!

DRIVING IN MY CAR

Dear **GO!**

I recently got an Atari Lynx and have started to buy CVG. I now regret that I didn't get it earlier. I think GO! is so brill there isn't a word to describe it. Please could you answer these questions for me?

1) When will the Game Gear-Lynx converter be out?
2) What would you rate Lemmings and Toki for the Lynx?
3) When will Lemmings be out on the Lynx?
4) Which do you think is the best game on the Lynx?
5) Why is the Lynx the least popular hand-held?
6) Is it worth getting a ComLynx to play two-player games?

Craig White, Stockport.

1) For the last time, there's been no word yet.
2) Dunno, it's not out yet. Toki received 79%
3) Good question.
4) I've already answered this question.
5) Beats me.
6) If you've got plenty of pals with Lynxs, yeah.

HOUSE OF FUN

Dear **GO!**

I hope you can answer these questions for me:

1) I recently played the new Supervision and would like to know its price.
2) Can you get Tetris for it?
3) Will the music be the same as the Game Boy's?
4) Will the Vision's graphics be better than the Game Boy's?
5) What are the best two games for the Game Gear?
6) Are you the same person as YOB?
7) Is the Super vision good value for money?
8) What do the games cost?
9) Is it better value than the Game Boy?

Chris Brannigan, Glasgow.

1) £39.99
2) Strangely enough no.
3) It'll probably use a similar sound chip.
4) They're not quite as good.
5) Sonic 2 and Kick Off.
6) Do you want a good slap?
7) Yes.
8) £9.99 - £12.99.
9) We'll have to wait to find that one out.

GO!
ALL RIGHT. WHERE'S SONIC ?
HOME SONIC
RULZ!

Mario gets serious. *Thanks to Brett Weekes from Australia for the piccy.*

£500 GAMES GIVEAWAY!

WIN AN INCREDIBLE £500 WORTH OF GAMES FOR YOUR HAND-HELD!!

DINOLYMPICS
©1992 ATARI CORP.
MUSIC ON

Yes siree! Here at GO! Towers we've gone even madder than our usual mad selves! We're giving away – yes, GIVING AWAY – a fantastic

FIVE HUNDRED POUNDS

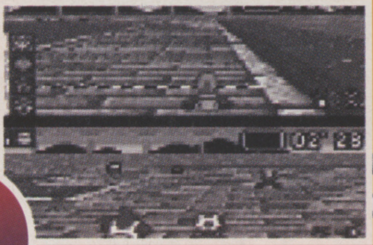
worth of games for whichever hand-held you own! If you're the proud owner of a Game Boy, Game Gear, Atari Lynx or PC Engine GT, you could well find yourself with bags of well-hard software for your machine that could last you for ages! What do you have to do to walk away with the greatest games library on Earth? It couldn't be simpler! Just phone the special GO! Hotline number and answer the ridiculously easy questions. Then leave your name and address at the end of the tape and just wait to see if you're the spawny get who gets queues at his door every morning with people asking to blag that half-a-grand worth of games!

SPECIAL NOTE: This competition runs from February 15th, 1993 until March 14th, 1993. Please make sure that you have the permission of whoever pays the phone bill before you make the call. Calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times). Your call will last no longer than four minutes.

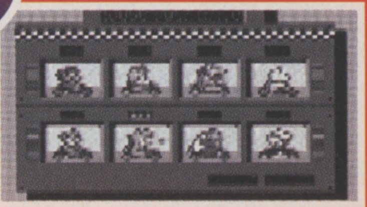
0891 900 081

MINI MARIO KART

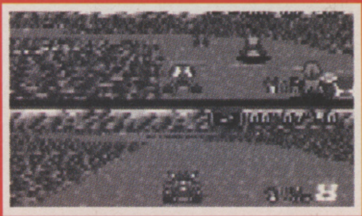
REVIEW



Yoshi's down. And out.



Here they are – the racers in all their glory.



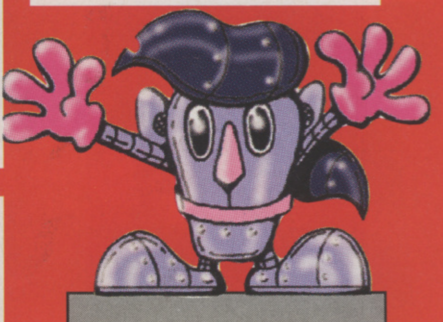
It's a jungle out there! Wait a bit, no it's not. It's a desert.

Mario's karting antics have had SNES owners the world over glued to their consoles, and guess what? Now Game Boy fans can take to the track and take on the best that your Nintendo game character buddies can throw at you in a scaled-down version! If you've been on a different planet for the last few months, then you'll not have heard about Mario Kart, in which everyone's favourite plumber jumps into his kartie and roars round a variety of courses, with the aim of beating his pals to the finishing post fixed firmly in his head. Not only is the cart a whopping six megs in size, it also features the new GSFX chip, which allows super-fast screen update on the Boy. Is this the future for hand-held gaming? Let's find out!

GAMEBOY BY NINTENDO £39.99

WHO'S BEST?

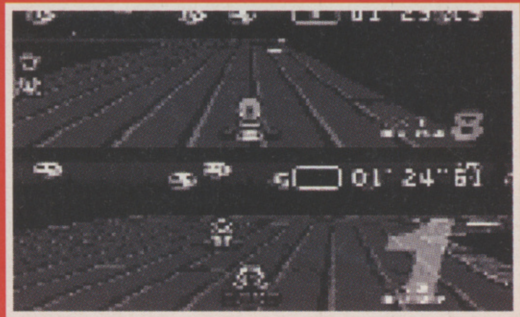
Unlike the SNES version, Game Boy Mario Karters can enter into all three cups (Mushroom, Flower and Star) without having to win the first and second in 100cc class. You can race around the fifteen different tracks whenever you want by simply clicking on the appropriately highlighted character. There are eight familiar faces to choose from; Mario, Luigi, Bowser, Toad, Kong Jr, Yoshi and Princess, each one possessing a special ability, such as Toad's excellent acceleration and Bowser's smash 'em up skills.



> *We've featured Super Mario Kart extensively in CVG so everyone will be familiar with the title, but this Game Boy version's got us so steamed up we have to open the windows at regular five-minute intervals! Those Nintendo whizkids have gone to town, creating the most impressive Game Boy game there is. The stunning handling and kart control are a dream, and graphically you get a damned impressive, if slightly blocky at times, interpretation of the original tracks and racers! Mini Mario Kart's gonna cost a packet, but it's a dream!*
>
> **STEVE KEEN**

CH-CH-CH-CHANGES

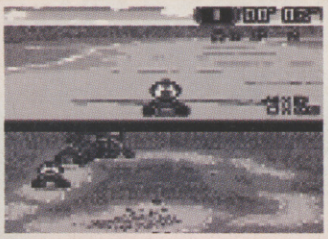
Incredibly, squeezing the eight Mb SNES original into a Game Boy cartridge has not been as difficult as you'd think. This is because those clever conks at Nintendo have decided to go all the way with a SIX MEGABIT cartridge – the biggest EVER! There have been some sacrifices made, however; the ceremonies at the end of the cups have been lost, but all the other detail remains!



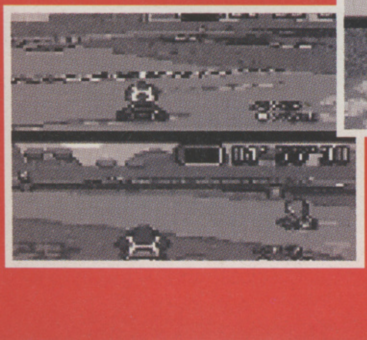
Check out the map screen for more position-related info!

GET IN THE RING!

All the pick-ups and short cuts available in the original have been shoe-horned into the Game Boy game for ultimate racing mayhem. So to have the Time Trials, allowing you to practice on your own against the clock. And don't forget the Battle Mode option, in which two players can link together and steam around the tracks, bursting the balloons which each character has taped to the bottom of his kart!



He may be a nasty piece of work, but Bowser, Kind of the Koopas, has won!



Sad old Donkey Kong Jr loses his grip, but victorious Toad crosses the line for a well-smart third place!

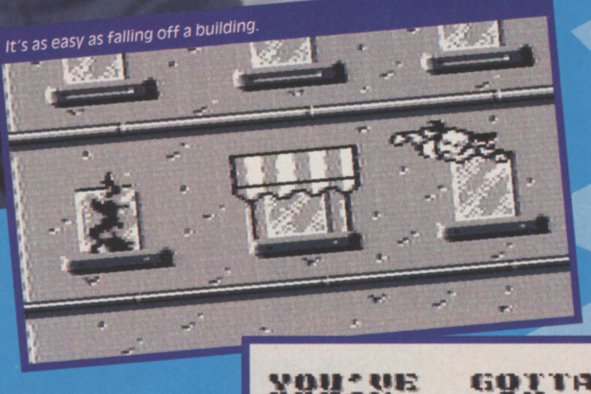
9 LOOK	8 SOUND
9 FEEL	9 VALUE

96 OVERALL

CRASH DUMMIES

Gamesplayers have been transformed into some pretty exciting things, thanks to video games. We've had to rescue girlies from the evil clutches of drug barons, fly across the cosmos to blow the bolts out of evil intergalactic robots and even stroll along horizontally-scrolling landscapes and shoot people. But now you've got a new job – crashing cars for fun! The Crash Dummies are a hard-working bunch, spending all their time smashing up motors and jumping through windows. However, these poor guys need a break, so they're moonlighting to earn some money for a holiday. If they perform their tasks well, they'll receive lots of cash. It's up to you to get the Dummies to the summer sun so they can enjoy a truly 'smashing' time!

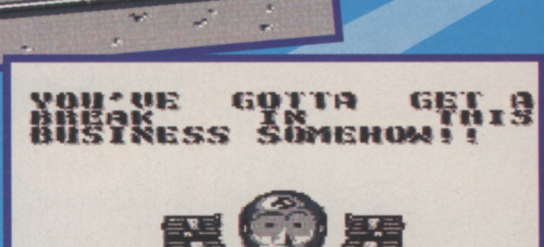
GAME BOY BY ACCLAIM £24.99



It's as easy as falling off a building.

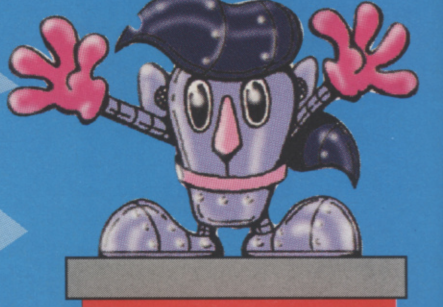
AS EASY AS FALLING OFF A BUILDING

The first level sees the dummies in unfamiliar territory – as stuntmen! You have to jump from the roof of a burning building and keep the director of the movie happy. He wants the fall to look as spectacular as possible, so you'll have to bounce off canopies, burst through balconies and spin around flagpoles, aiming for the target on the ground with your head. Watch out for the birds that are circling way up in the sky, and avoid the balcony fires as well.

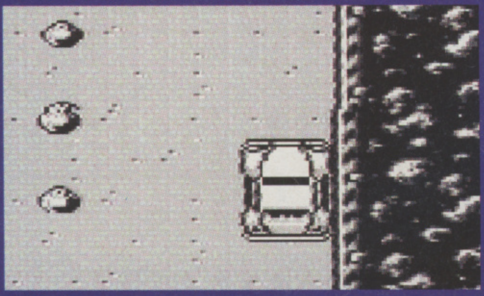


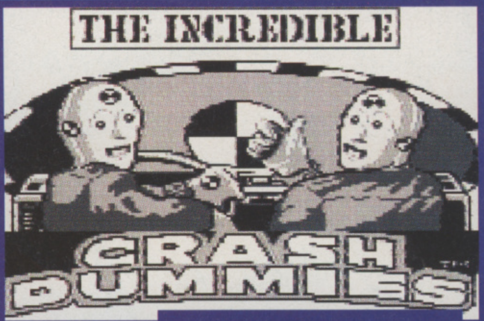
```
YOU'VE   GOTTA   GET A
BREAK    IN      THIS
BUSINESS SOMEHOW!!

SAVINGS          $2.14
DAY'S PAY        $0.00
TIME BONUS          00
```

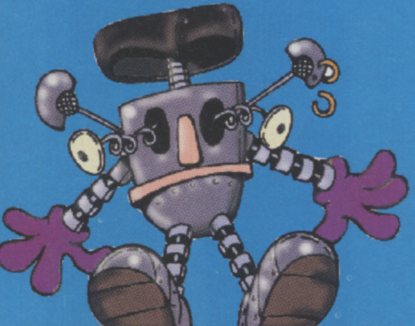
The cash starts rolling in for Spin.



> *Crash Dummies is a really original piece of Game Boy action. There's no saving damsels here, just out-and-out demolition, but you'll be surprised how hard it can be to crash things! You'll be at Crash Dummies for ages before you crash everything, and for a fair while afterwards. Great fun!*
>
> ***PAUL ANGLIN***

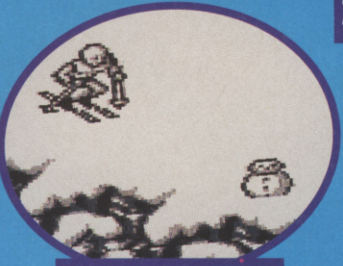

No! You're supposed to crash it.

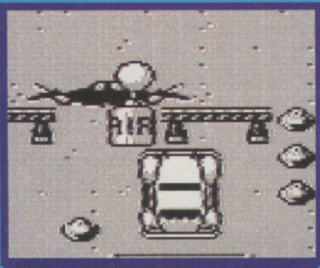

Here's the title screen to Crash Dummies and it's not easy to caption.



I LIKE DRIVING IN MY CAR

Spin has been given the task of testing air bumpers, but the only problem is there's no air in them. You've got to collect air canisters to fill them up. There are loads of things to smash into along the way and, at the end of the course, there's a wall with a huge magnet behind it, which attracts your car at frightening speeds, so you can smash the vehicle into oblivion for max points.


Go on – splatter a snowman!

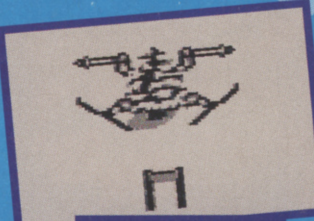

Na you just missed it.

BOMB BLISS

You're on quality control in a bomb factory! Explosives are coming down the conveyor belt with the fuses already lit, and it's Spin's job to extinguish the fuses before the bombs get to the end of the belt. If you can't blow them out in time you can just smash them with a hammer, but if they reach the end of the conveyor belt before you diffuse them they will blow up that particular belt. Once two of the three belts are gone it's game over. Also, there are body parts of other dummies on the production line which will have to be smashed with a hammer.

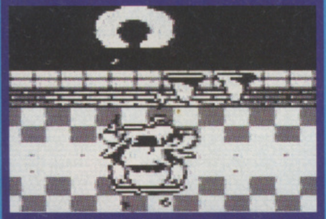
GIRL GUIDES

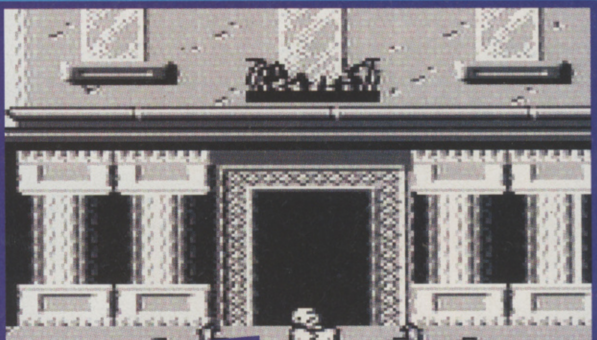
The ultimate in Crash Dummying! You're at the controls of a guided missile which you've got to steer toward its target! Navigate your way through other missiles and space vortices, which will send you spinning into the wall if you fly too close to them. Hit the target at the end and the Dummies will finally get their holiday. Hurrah!

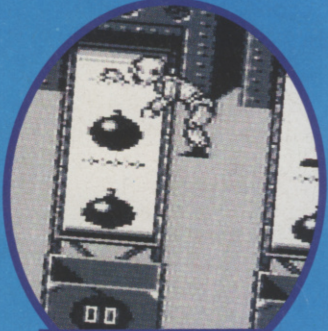

Mind the tree. Doh!

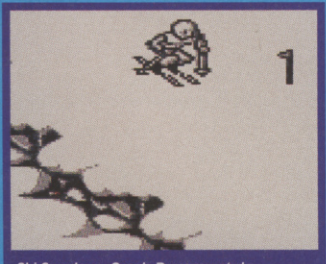
THANKS...to Console Plus (0532 500445) for the review cartridge.

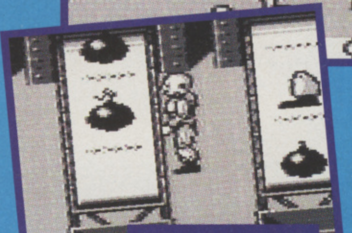
> ‘As much as I like Crash Dummies for much the same reasons as Paul, I think it has a couple of flaws which deter me from going over the top. For a start, the levels are all pretty short and they're not the most difficult in the hand-held world. But provided you enjoy the action, Crash Dummies is enjoyable enough to play, even after you've completed it.’
>
> **STEVE KEEN**


Now that's what being a Crash Dummy is all about.


Oh well every job has it's downs.

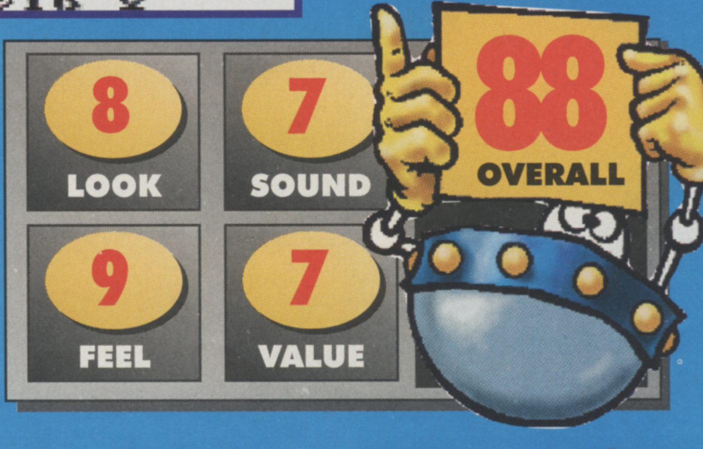

You're in the wrong place.

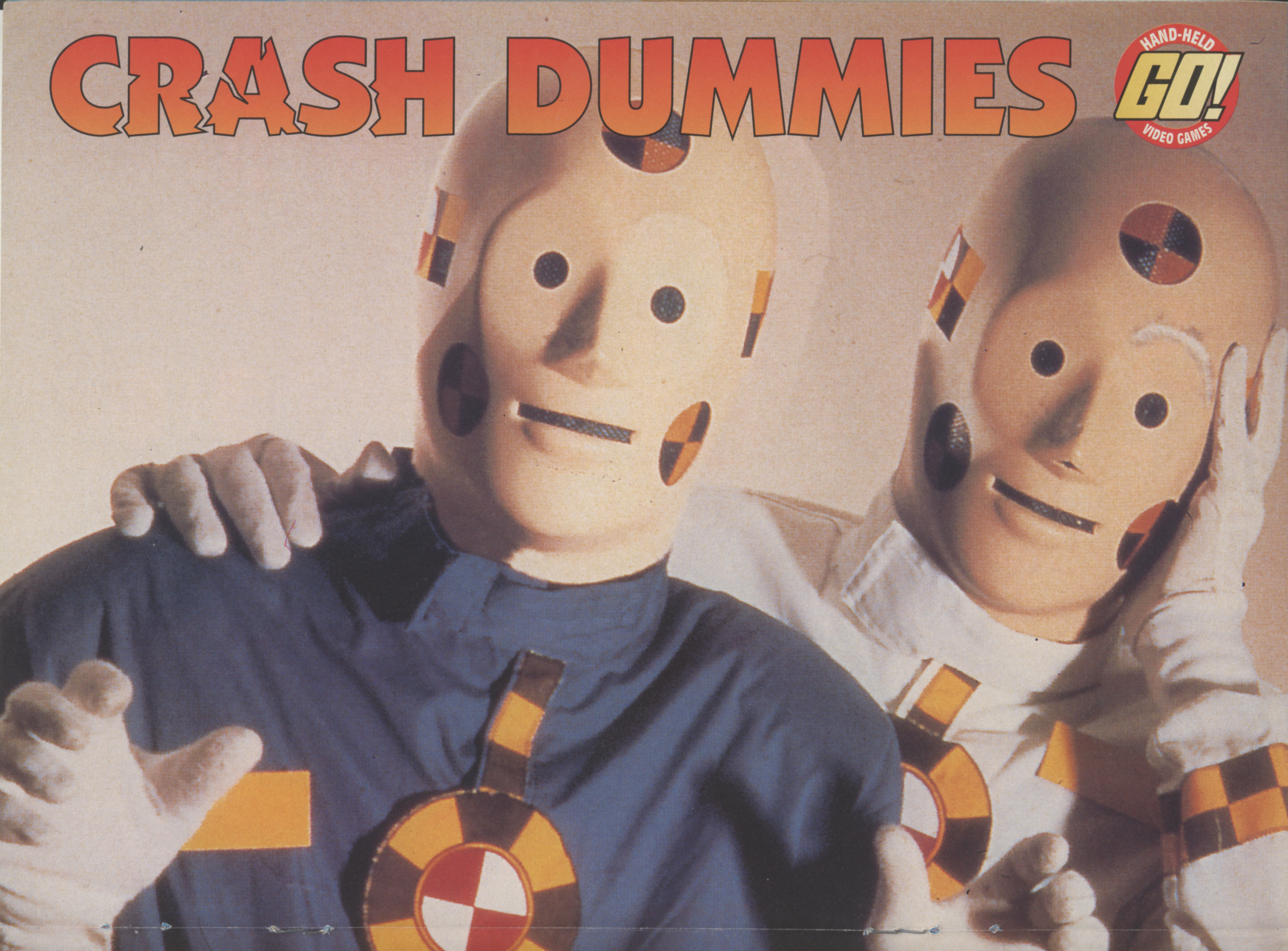

Ski Sunday – Crash Dummy style.


Quick blow it out quick.

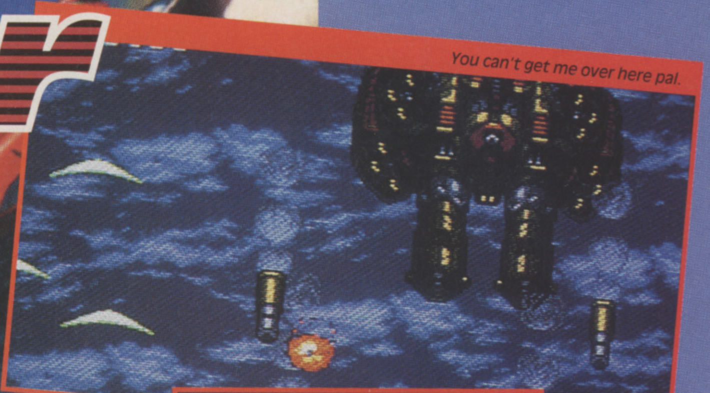
SKI SUNDAY

A strange task for a Crash Dummy, this. Spin is required to test a ski slope, which entails crashing into as many ski poles as possible and avoiding the trees. If he gets into trouble he can avoid obstacles by jumping over them. There's nothing to pick up, so just concentrate on getting Spin down that slope in one piece. But don't hang around – you're on a very tight time limit.

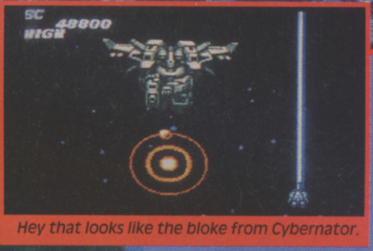

8 LOOK
7 SOUND
9 FEEL
7 VALUE
88 OVERALL


CRASH DUMMIES
HAND-HELD
GO!
VIDEO GAMES

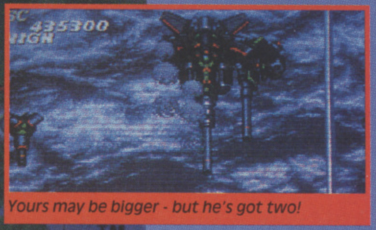
Soldier Blade



You can't get me over here pal.



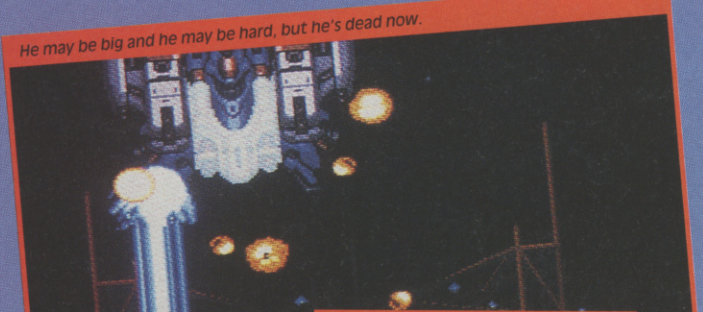
Hey that looks like the bloke from Cybernator.



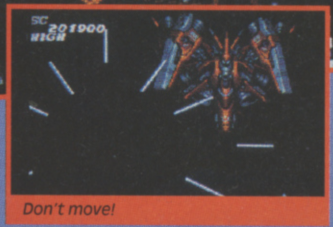
Yours may be bigger - but he's got two!

In the 21st Century, Earth has become a highly advanced civilisation, with spacecraft travelling here, there and everywhere. However, all progress has its cost, and this technological advancement is no exception. The Earth's natural resources have been all but wiped out, so all its newly-developed craft are sent on a reconnaissance mission into deep space to search for much-needed supplies. However, all is not well. Just four months into the mission, contact with the fleet is lost. The Earth government does all it can to regain contact – but to no avail. Then suddenly, three years later, the ships returned. Unfortunately, they had been taken over by alien forces calling themselves the Zeograde Army. Their mission – to destroy Earth. Yours – to stop them at all costs!

PC ENGINE GT
BY HUDSON SOFT
£30.00



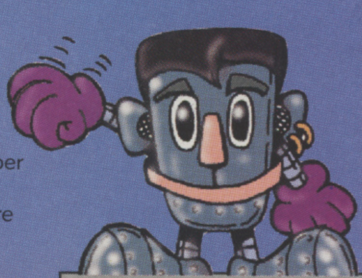
He may be big and he may be hard, but he's dead now.



Don't move!

L' ARMOIRE

The weapons system on your Soldier Blade fighter is one of the most advanced yet. You have three types of gun and each weapon possesses a Super Shell Shock, which gives five seconds of mega-power. There are three types of weapon:

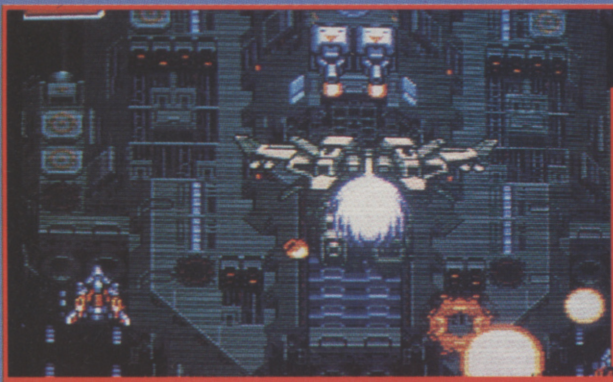


RED - Maximum heat trace.
A multi-shot weapon. When using your Shell Shock a sphere flys ahead of your craft, spraying gunfire all over the place.

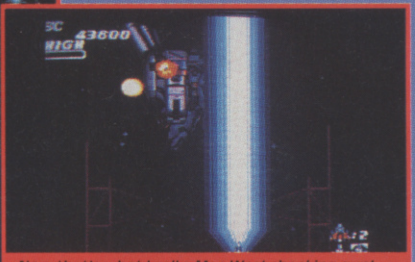
GREEN - Chase Blaster.
These are crescent lasers that fire at incredible speeds. Your Shell Shock consists of an energy bomb that flies around, homing in on and destroying everything on-screen.

BLUE - Sweeper Blade. A kind of killer strobe light, this is the most destructive weapon, but not the fastest. When you use your Shell Shock a huge laser bolt bursts from your ship, ripping apart anything in its path.

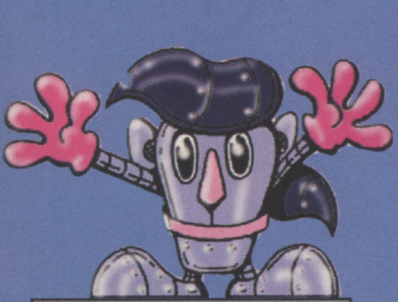
> *“I always thought that Gunhed had the PC Engine blast scene well and truly covered. But not anymore! Although Soldier Blade's graphics and sound are slightly below the standards set by Gunhed, the gameplay just edges past it. With all the qualities of Gunhed and more, crank the difficulty level up to Hard and you've got one of the most challenging blasters you'll ever play!”*
>
> ☆✡✳★



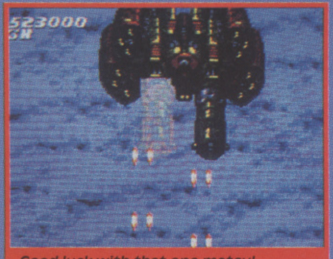
Sit back, pour yourself a Walton's Mountain lemonade and let the drone do all the work.



Now that's what I call a Mae West shocking gun!



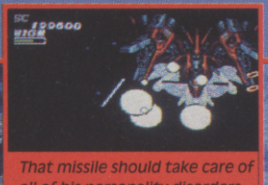
> I have to agree with the young fresh-faced (or fish-faced) Anglin on this one. I didn't believe that anything would topple Gunhed, but this has. The whole game is just superb. Addictive, fast and bloody hard gameplay make this the best shoot 'em up on the Engine. The only slight niggle with this is that, on occasions, your ship is not as well-defined against the backdrops as it could be. But other than that, Soldier Blade is flawless.



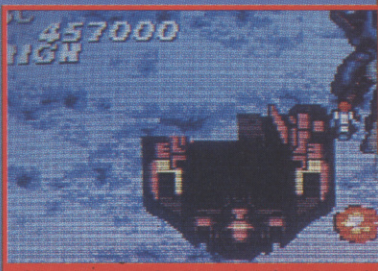
Good luck with that one matey!

FASTER! FASTER!

If you're having trouble dodging the many bullets that come your way, then try speeding your ship up! Unlike a lot of shoot 'em ups, Soldier Blade doesn't have speed pick-ups; what you do have is a standard engine that you can speed up by hitting the Select button. There are two different speeds – the lower rate is easy to control but you'll have a hard time dodging things. The highest setting is fast, although you may find it difficult to control at first. But you've got to practice; you won't survive unless you use the fastest setting.



That missile should take care of all of his personality disorders.



Blimey! It's more Gundam robots from Beyond the Fringes of Reality!!.

BLASTERS PAR EXCELLENCE

Hudson Soft is by no means new to the PC Engine blast scene, being the company behind the finest trilogy of blasters on any machine to date – the Gunhed series. For its time, Gunhed was one of the finest blasters around and is still more than worthy of that title four years on. Almost two years later a sequel was released entitled Super Star Soldier.

Although not quite the quality of it's predecessor, Super Star Soldier nevertheless went on to sell absolutely bucketloads. Then a little less than a year later came the concluding part of the series. Aptly named Final Soldier, this was a return to the excellence of the original. Final Soldier rocketed to the top of the PC Engine charts and re-established Hudson Soft as THE company for PC Engine shoot 'em ups. And who knows, we may even see a sequel to Soldier Blade!

What lovely backdrops.

I think you're cornered there.

The "Killer strobe light" in action.

CHALLENGE ME IF YOU DARE

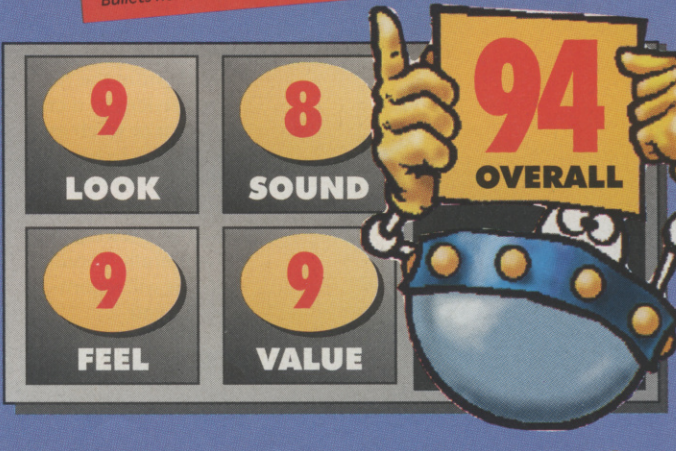
Soldier Blade offers two styles of play – Normal and Challenge Tournament. The latter has become something of a hallmark for Hudson Soft. You can select two or five-minute games, with the aim being to survive for the full time limit and beat the highest score. It may sound dull as dishwater, but this is an incredibly challenging mode, providing a nice break from the main game.

SOLDIERS OF SCIENCE

Your Special Interception Air Force is led by Science Officer John Howard. The SIA force consists of Howard, Edward J Max, Sho Kazamori, Amelia Air Heart and Raizo Fudo; societies more advanced dropouts each and every one. Nevertheless, they remain Earth's last hope and it's down to you to ensure that they succeed in their mission. Good luck you'll need it.

Bullets here, bullets there, bullets bloody everywhere!

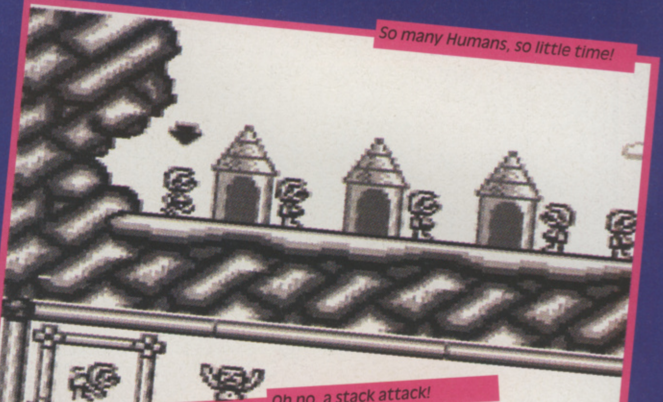
The green crescents of death do their job.



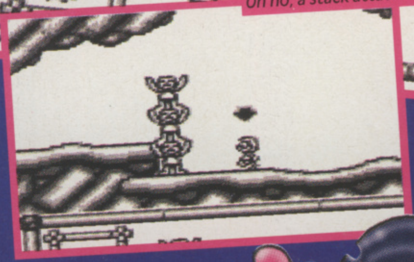
HUMANS

Our furry, ape-like forefathers are in a tight spot. Someone's nicked a whole bunch of their equipment and treasured artifacts and scattered them all over their prehistoric world. Humans are not the brightest of mammals and although they possess a vestige of skill and intelligence, it's only through your hands that they can exercise them and thus recover their bits. You need to help them traverse huge caverns, fend off salivating dinosaurs and repossess your bounty – all before the timer runs out! The more you progress through the evolutionary cycle the more gadgets and gizmos become available for your use. Now, let's get Human!

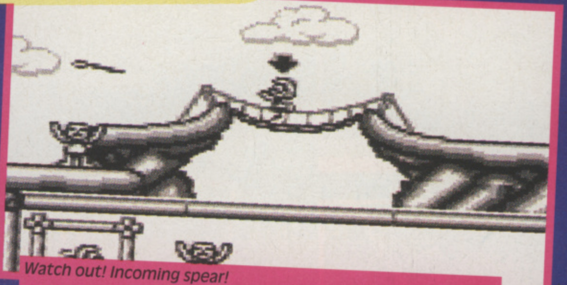
GAME BOY BY GAMETEK £21.99



So many Humans, so little time!



Oh no, a stack attack!



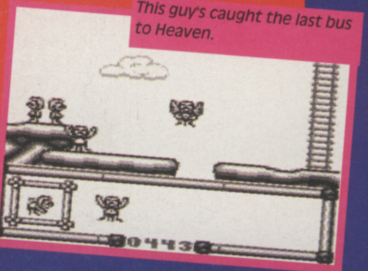
Watch out! Incoming spear!

GO FOR GOLD

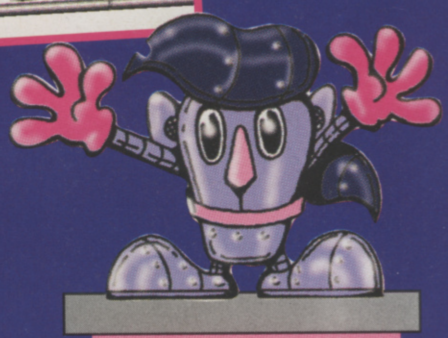
Being a rather primitive race the Humans haven't learned to build vehicles or things like scaffolding, but they do have their own simian alternatives. Various items can be found to help them with each particular task but take care not to lose them. Each object you discover can be used in three ways. Use the spear to ward off dinosaurs, pole vault over chasms and lastly as a deadly projectile. The torch can be used to hold back monsters, hurl at enemies or clear a path of foliage. Other items such as the rope and wheel help to haul the Humans up cliff faces and can be used to build up speed for extra long jumps. Some levels allow you to consult the Witch Doctor and conjure up undiscovered items, but this service isn't cheap. You have to sacrifice some of your pals' lives.

YOU NEED FRIENDS

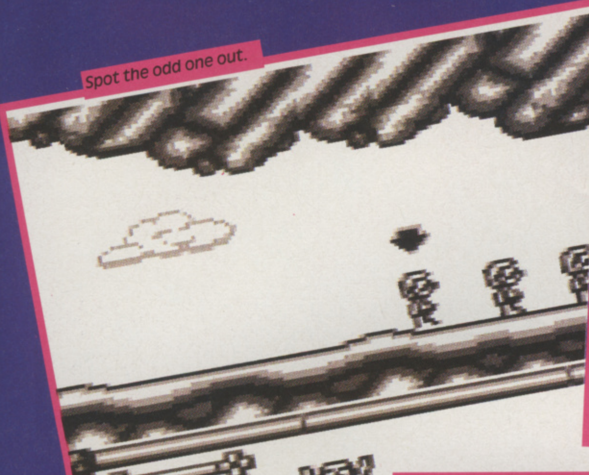
Not all of your buddies have to make it through the level. Humans are taken from a 'pool' known as the Tribe and in the style of Lemmings, you have a different quota to play with for every level. So if you kill off a couple of the critters you can get replacements from the hut. However, if you dispense with the services of a crucial Human whilst he's carrying a spear or torch etc. or he falls to his doom, then the tool will be lost forever and only a visit to the friendly Voodoo doctor will recompense you.



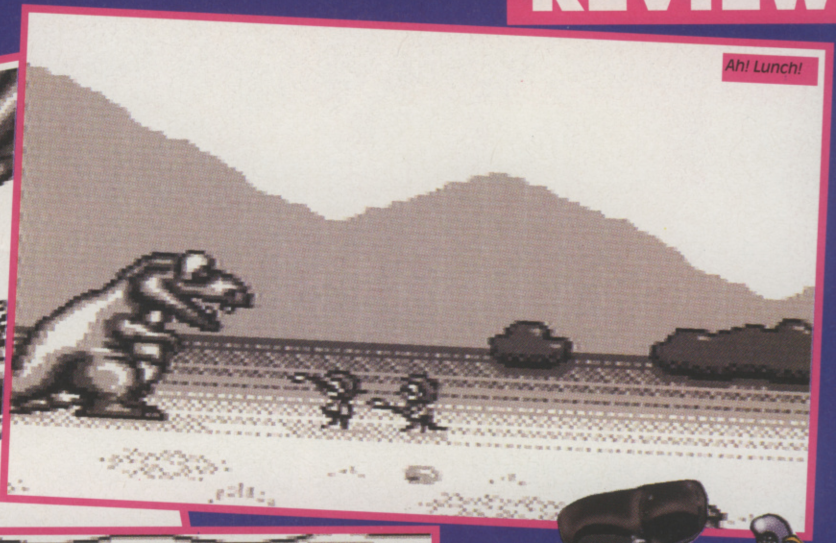
This guy's caught the last bus to Heaven.



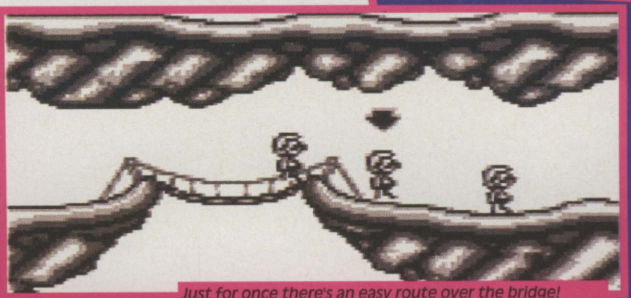
> *"Humans could have been a monster hit of Lemmings-like proportions. Unfortunately the control system is a demon and just too fiddley for words! Some good presentation though and the Humans are quite a happenin' crowd (much more credible than their rodent cousins, the Lemmings), so the game isn't a total loser. Not a bad little puzzler but far too slow for me!"*
>
> ***STEVE KEEN***



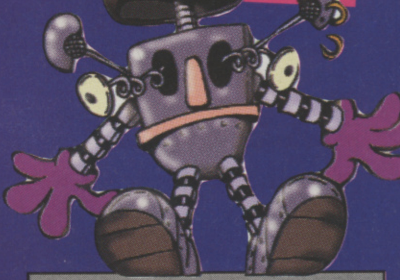
Spot the odd one out.



Ah! Lunch!



Just for once there's an easy route over the bridge!



BULLET PROOF PESTS

The little bear-skinned guys are not invulnerable and even a small fall can kill them. Whilst on the subject of sure-fire death, unarmed combat with a tyrannosaur is not recommended for its longevity either. The Humans will encounter another Tribe later in the game who will try to obstruct you at each and every turn. Fortunately they're easy to get rid of and a short, sharp jab with the spear should sort them out!

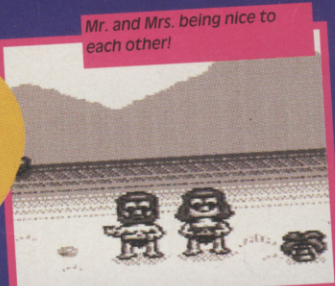
JUST WHO THE HELL DO THESE HUMANS THINK THEY ARE!

Humans are tiny pink creatures with stumpy limbs and easily confounded brains. In fact half of their appeal is that they never seem to learn much and have the habit of repeating the same mistakes again and again. For instance, the hopeless fops have discovered fire no less than 10 times throughout their history, but each time it has gone out! Humans inhabit a highly volcanic area swarming with carnivorous lizards, poisonous plants and treacherous lava flows. With their lower-levels of nounce, it's little more than they deserve!

> *Tiny sprites may have worked with the Lemmings, but those guys were much easier to control. Apart from a few different objects to find and the emergence of a couple of big lizards, there is little in the way of variety in the game and it's just a case of finding your way to the end of the level and acquiring an object. Fun? I think not!*
>
> ***PAUL ANGLIN***

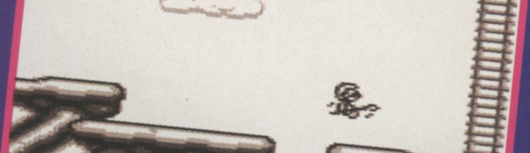
JOIN THE GANG

No Human is an island unto himself, he needs friends. In order to reach the higher platforms the Humans have to 'stack.' This involves one of the guys standing with his arms up, stretch towards the heavens, and another clambering onto his shoulders. The higher the ledge the more Humans you'll need to get over it, the only problem is someone's got to be left behind!



Mr. and Mrs. being nice to each other!

THANKS...to Console Plus (0532 500445) for the loan of the cartridge.



Only once you've got the spear can you jump.

6 LOOK

4 SOUND

4 FEEL

4 VALUE

72 OVERALL

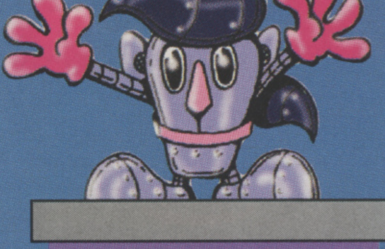
DEFENDERS OF OASIS

Bloody heck! It's all going on in Shanadar! A thousand years ago, the town's ancient scrolls told how the mighty warrior Jamseed defeated the dark lord Ahriman by using three magical rings of light. Ahriman was imprisoned by the rings but his evil servant, the snake-king Zahhark, was able to defeat Jamseed and take over the country until he too was slain by another mighty barbarian. Now the forces of darkness are growing strong once more and Ahriman has managed to subdue another evil servant into finding the three rings to free his soul from its prison. It's your task, as the prince of Shanadar, to uncover the rings and save your world of Oasis from almost certain destruction.

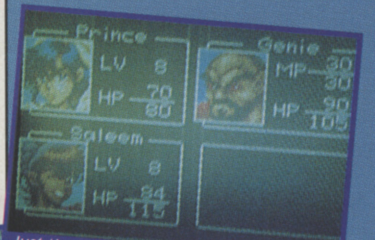
GAMEGEAR BY SEGA £34.99

PAAARTY!

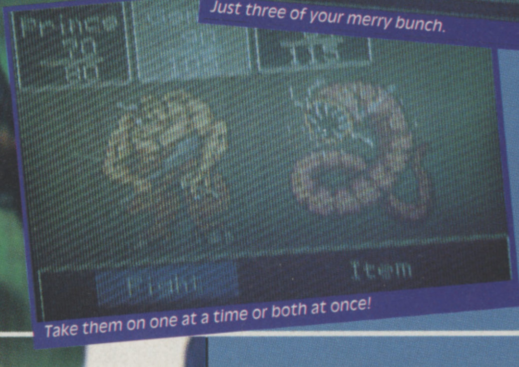
The Game Gear's got some real catching up to do as far as RPGs on its system are concerned. Both the Lynx and Game Boy have got their own offerings, and as far as we know, this is Sega's first – but what a debut! Most hand-held RPGs kit you out with a single character for your quest but D of O has no less than four knife wielding, spell casting, sabre slashing heroes for you to incorporate into your party.



> *Defenders Of Oasis is without doubt the finest RPG I've played on any hand-held. It's incredibly easy to get into and brilliantly presented with simple, fast pop-up menus. Each level is linked by some animated screens which update you on the plot as you go. The music's brilliant too, and perfectly suited to the style of the game and the story. If you want a change from the norm, or just some great brain-taxing fun, splash out for this cart – you won't regret it and you won't stop 'till you drop!*
>
> **STEVE KEEN**



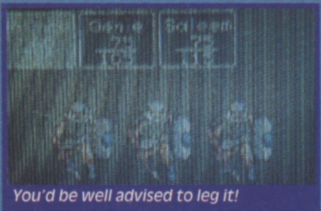
Just three of your merry bunch.



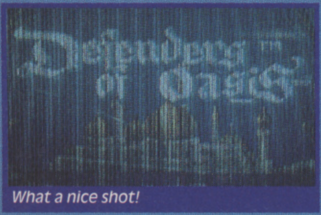
Take them on one at a time or both at once!

STORY BOARDING

The scenario is spread over several sprawling levels, each one bigger than the last. The Prince begins in his own town, which is quickly under siege by the Dark Lord. Forced to flee, the Prince straps on his Royal Reeboks and scarpers through a series of underground passages and finally across the sea. His first task is to make safe the national treasures and rescue a neighbouring princess, before hiding out with the resistance whilst he finds out what's going on.



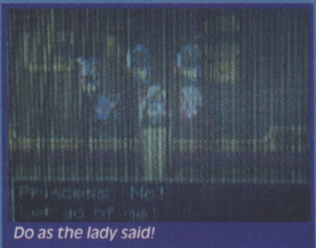
You'd be well advised to leg it!



What a nice shot!

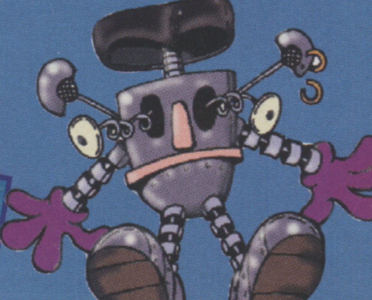
FIST AND FURIOUS

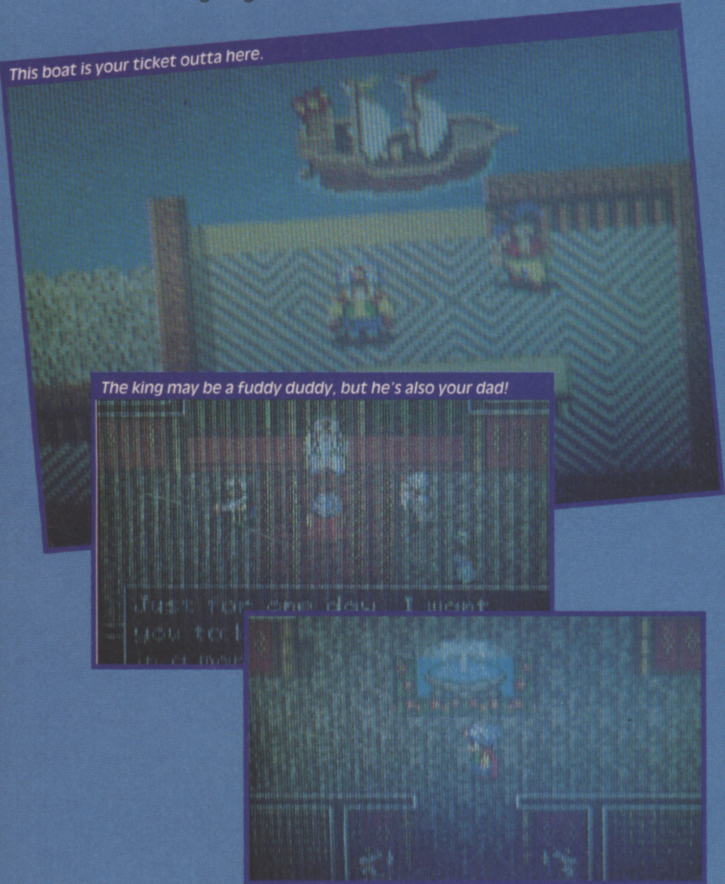
Each of your adventuring party have four basic qualities; Power, Stamina, Speed and Will. Each of these attributes will affect the outcome of each encounter you have in the game. The more tasks you complete and monsters you duff up, the more you'll pump these figures up. As your abilities increase, so will your skill at defending yourself and dishing out the thrashings, enabling you to get even deeper into the game.



Princess: No!
Let go of me!

Do as the lady said!



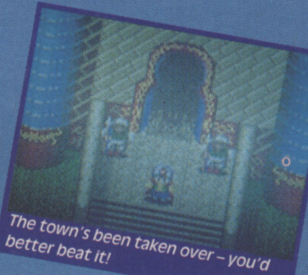


This boat is your ticket outta here.

The king may be a fuddy duddy, but he's also your dad!

Just for one day, I want

The city's quiet at the moment, but latter it'll be ransacked!



The town's been taken over – you'd better beat it!

FIGHTING FIT

For such a small machine the options are packed in pretty tightly. The adventurers can talk to peasants, farmers and other non-player characters and gather information useful to the quest. Of course, the most important interaction is the good old scrap which takes place on a separate screen. Each combatant gets a chance to fight or perform one of their special actions, such as using specific objects against certain monsters or casting spells to heal. But remember, each action is classed as a move and you don't get a second chance to strike! The Prince, being the leader, is the only one who can give the order to retreat, so if you're really getting duffed up you'll have to wait until its his turn to move. Even then, the computer will decide whether or not.your team can scarper.

> ***I've got to admit it – I'm one of those people who cringe at the mention of RPGs. But I urge you to give this a go – you'll be immediately hooked! The graphics are perfectly sized so that you can easily see what's happening on-screen and the plot has been really well thought out! Lots of different characters and great gameplay make Defenders Of Oasis a winner, so go for it. You won't be disappointed!***
>
> ***PAUL ANGLIN***

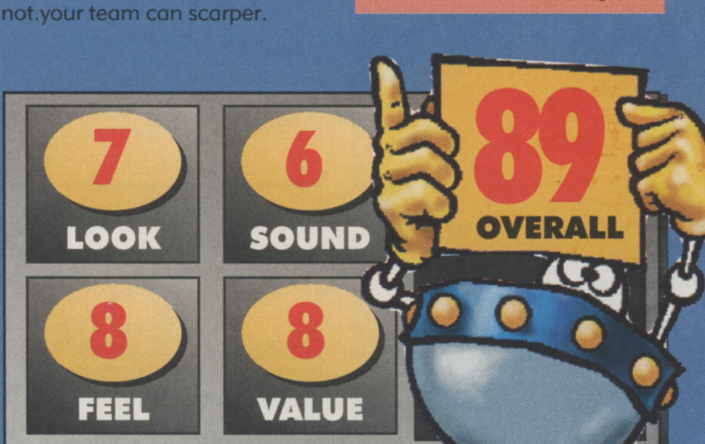
THANKS...to Shekhana Consoles (9081 889 9412) for the review cartridge.

IT'S MAGIC!

It's not just the RPGsters who can learn new skills and add to their powers; the mutants of Oasis are just as adept at finding new and more potent ways of killing you. The more experience points and spells you pick up, the more ferocious and harder to kill the evil minions of the world become. All the baddies have their own attacking methods and some of your attacks will be more successful than others. The resident spellcaster, Genie, has a few choice tricks in his lamp though, and can wipe out some monsters' magic attacks whilst the others in your party pile on the damage.

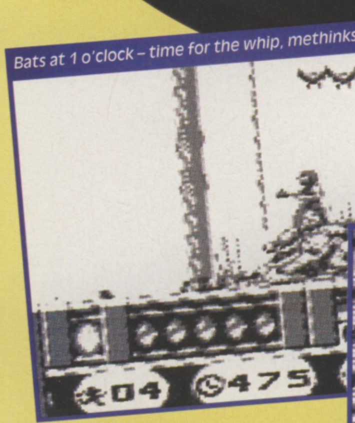
WHO'S WHO?

The Genie is probably the most powerful ally, but as with the the others, you've got to find his lamp first. Then he can be used to restore party health by using up magic points or cast mystical attacks. Saleem, another of the royal buddies, can attack all the enemies on the screen at once with his Dance Of Death and the thief Agmar's speciality is the Assault Attack. This lets him jump from the shadows like lightning causing lots of damage. As for the Prince, he can use more items found during the quest than anyone else and begins with the highest attack and defensive powers.

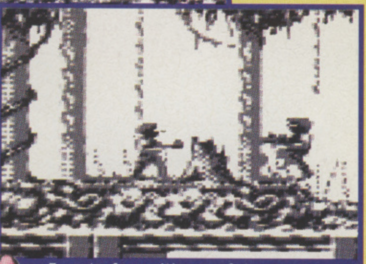


UNIVERSAL SOLDIER

The not-very-good action movie Universal Soldier topped the video rental charts for weeks, thanks in no small part to the appearances of Jean Claude Van Damme and Dolph Lungren – two superstar muscle-head actors for the price of one! Obviously, someone at Accolade thought this was a brilliant idea and decided to bring out a game based on the film. But instead of designing a new cart they thought they'd just fiddle about with an old one they had lying around, Turrican on Game Boy, thus continuing the two-for-one policy to the end! Obvious, really.

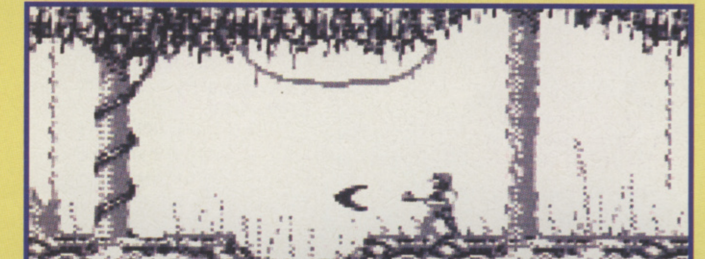


Bats at 1 o'clock – time for the whip, methinks!



Face-to-face with one of your own.

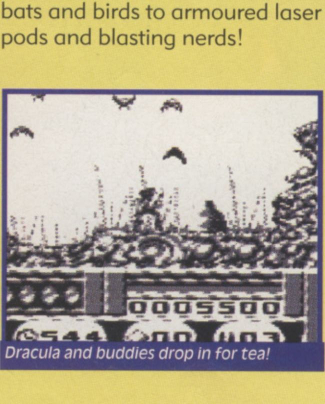
GAMEBOY BY ACCOLADE £24.99



TELLING PORKIES

You play Luc Devreux, a genetic infantryman brought back to life by the American government to be sent on top secret, highly-dangerous missions. One of your fellow 'Unisols' goes berserk and decides to turn the whole brainwashed troop against you. Well that's how the film's storyline goes, but the game's just a case of splattering anything that twitches – from bats and birds to armoured laser pods and blasting nerds!

> *Yes, we know Universal Soldier's a complete and utter Turrican rip-off, but is it any good? Turrican and Turrican 2 were good games, and Universal Soldier is as playable. Graphics are good and the action is fast and frenetic! If you've already got GB Turrican then shy away from this, but everyone else should give it a look!*
>
> ***STEVE KEEN***

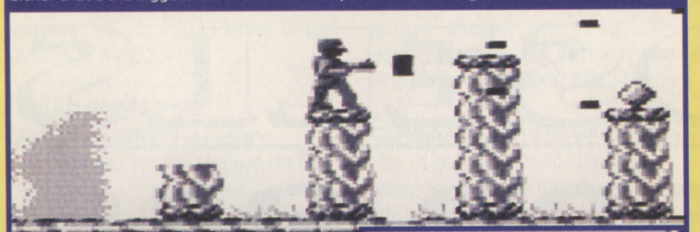


Dracula and buddies drop in for tea!

ALL MAPPED OUT

Universal Soldier consists of ten levels, spread over four large worlds. Surprisingly, the monochrome graphics change considerably from level to level and, unlike many platform games on the Boy, you can just about tell where you are in the game by the backdrops and locations. Waterfalls, rock formations, underground caverns and hanging vegetation are just a few of the tell-tale signs.

Either that's the biggest bat in the world or you've let loose again.



One of the more useful power-ups.

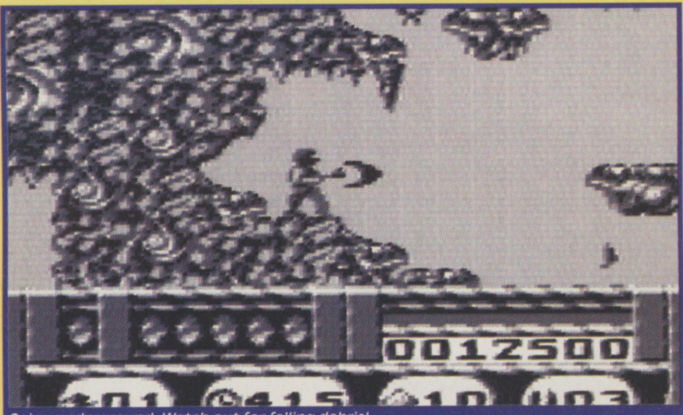
WORLDS APART

The first level is set in Vietnam with Luc's crazy-ape sergeant, Andrew Scott, waiting for him at the end of the level. After blasting the undergrowth for two rounds, Devreux moves onto the Dam where he'll have to face off with five bosses, including military helicopters and the almost invincible Command Vehicle used by the Universal Soldiers. More trucks face Luc in the Desert before the final show-down at Enemy HQ, with Scott psyched up to the gills as the Universal Killing Machine!

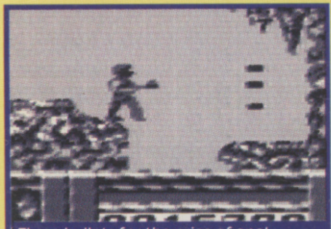
GUNS 'N' POSES

The soldiers are pretty well armed, with an assortment of different guns, lasers and bombs to hand. You can replenish your weaponry by shooting icon-carrying pods from the sky or by finding invisible boulders suspended in mid-air and bashing them with your head. The latter are the best to find, as each holds a wealth of different power-ups and you can batter them away as much as you like until you get the icon of your choice.

> *Our copy of Turrican has crashed and the main sprite has changed into Jean Claude Van Damme! Oh no, it's Universal Soldier – my mistake. This is outrageous! Besides being a complete rip-off of Turrican, the game has absolutely nothing to do with the film at all. It looks good and plays solidly, but if you've got the first Turrican you'll be seriously disappointed with Universal Soldier. Tut tut, Accolade.*
>
> **PAUL ANGLIN**



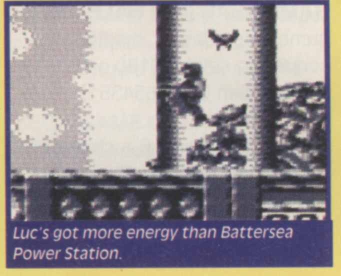
Going underground. Watch out for falling debris!



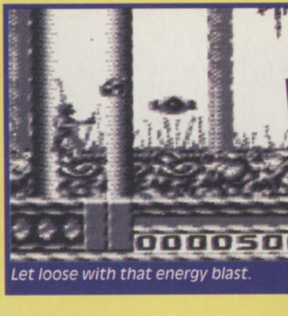
Three bullets for the price of one!

A quick run and a super jump's what's called for here.

Flak Attack! Take cover fast!



Luc's got more energy than Battersea Power Station.



Let loose with that energy blast.

Welcome to Pod-U-Like! Make your choice of fillings.

The Universal Shuriken in full shurik!

GUNNING FOR YOU

The Universal Soldier loses all his extra armament whenever he dies, but fortunately for you he's well equipped with standard issue firearms. His gun shoots armour-piercing laser bullets and, by holding down the fire button, you can unleash the Laser Whip which can be brandished around Luc's body in a circle for protection. The Power Line destroys all enemies in the soldier's path by releasing two energy beams that sweep the screen. A novel attack is the Super Weapon that fires all your weapons at the same time, but can only be used once per life. In addition, Luc can turn himself into a whirling Shuriken to spiral all over the levels!

7 LOOK	6 SOUND
7 FEEL	5 VALUE

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HAND-HELD VIDEO GAMES

NINTENDO GAMEBOY with 2 games, light, head phones, sell for £85. Phone Henry on 0935 872534 after 5pm

GAMEBOY FOR SALE with 14 games, sell for £150. Phone David 041 887 4163

SUPER FAMICOM Japanese Pal, swap for Neo Geo with 3 games. Phone 081 529 0926

LYNX 1 FOR SALE with games. Phone Mark on 081 466 6375

SWAP LEMMINGS for Gamegear. Phone Ben for more information on 081 657 0982

SONIC LCD electronic game. Phone 081 741 5499

SWAP MASTERSYSTEM FOR SALE swap for a Nintendo with or sell for £120. Phone 0222 229187

SEGA GAMEGEAR with 3 games, AC adaptor, carry case, magnifier, sell for £100. Phone Craig on 0664 67403

PC ENGINE GT Turbo graphics games for sale, all boxed with instructions. Phone Paul on 0697 345255

SWAP DOUBLE DRAGON 2 and Hook for the Gameboy, sell for £15 ono. Phone 0823 698694

SEGA GAMEGEAR FOR SALE with 3 games, still boxed, sell for £100. Phone Simon 0869 40720

GAMEBOY FOR SALE with 4 games, Headphones, 2 player adaptor. Phone Dave 0705 462241

HAND HELD PC ENGINE FT for sale with 2 games, sell for £120. Phone 0494 447726 after 5pm

SWAP GAMEGEAR with 5 games, carry case, swap for British Super Nintendo with 2 games. Phone 061 434 9202 after 5pm

GAMEGEAR, under guarantee, carry case, Sonic 1, Super Monico GT and more, sell for £120. Phone 0865 730363

GAMEBOY GAMES FOR SALE. Phone Mark on 0743 232242

GAMEBOY FOR SALE with 8 games. Phone 071 435 9888

GAMEBOY FOR SALE with 4 great games, ear phones, all boxed with instructions, under guarantee, sell for £99 ono. Phone Jimmy on 0533 671557

GAMEGEAR FOR SALE with 8 games, ac adaptor, carry case, sell for £130. Phone 0222 564307

ATARI LYNX FOR SALE with switch board 2 and more, sell for £128. Phone Steven on 042 17664

ATARI LYNX California games and more, sell for £130. Phone 0569 6220

SEGA GAMEGEAR with 10 games, mains adaptor, battery pack, ub carry case, head phones, sell for £180 ono. Phone 0268 34128 after 8pm

GAMEBOY FOR SALE with magnifier, 4 games, sell for £165. Phone 0706 355635 after 4pm

GAMEBOY FOR SALE still boxed, with 5 games, sell for £100. Phone Chris 081 892 2770

SWAP SPECTRUM 128K with all leads, some games, swap for Super Nintendo with Street Fighter 2, 2 control pads, all leads. Phone 0502 517738

GAMEGEAR FOR SALE with 8 games. Phone 0865 735952

SEGA GAME GEAR FOR SALE sell for £80, with battery recharger. Phone 0582 592992

GAMEBOY FOR SALE with 8 games, sell for £70 or swap for Megadrive with 1 game. Phone Nick 0443 451096

GAMEBOY boxed in excellent condition, complete with 5 games, carry case, sell for £140. Call Mark between 6-9pm on 0904 647388

WANTED SUPER NINTENDO with at least 2 games, will pay up to £100 must be with instructions. Phone 0709 553706

ATARI LYNX with power supply unit, 6 games, all boxed in good condition. Call Andy on 0252 20473

SWAP RADIO CONTROLLED CAR worth £160, swap for Game Gear with games. Phone Ian on 021 353 2377 Birmingham area only

JAPANESE GAME GEAR FOR SALE with 3 games, excellent condition, sell for £115 ono. Phone 061 436 4979

GAMEBOY FOR SALE with 5 games, carry case, top condition, sell for £129 ono. Phone Jonathan on 0743 791096

PC ENGINE GT FOR SALE with 10 games, adaptor, sell for £280 ono. Call Nick on 0252 835210

GAME GEAR FOR SALE with 11 games, sell for £50. Phone 071 977 7963

ATARI ST FOR SALE with 20 games, Mouse, 2 joy sticks, sell for £200. Phone Michelle on 0494 676261

SWAP GAMEBOY for 5 Atari Lynx games, must incl. Hockey, Pin Ball. Phone Chris on 0748 825673

SEGA GAME GEAR with adaptor, head phones, magnifier, carry case, 5 games, sell for £160 ono. Phone Matthew 0908 375747

NINTENDO GAMEBOY with 12 games, sell for £150. Phone Sam on 071 794 6921 after 6pm

SUPER NINTENDO with Super Soccer, Super Mario and Top Gear. Phone Tommy on 081 560 6735

GAMEBOY FOR SALE with 3 games, light boy, boxed, sell for £75 ono. Call Mark on 0692 618101

NINTENDO GAMEBOY FOR SALE with 6 games, ear phones, sell for £60. Phone 081 863 6302

LYNX FOR SALE with 3 games, mains adaptor, sell for £90. Phone Hue 0829 52557

GAME GEAR games for sale. Phone Matthew on 0225 832556

SWAP CASTLE OF ILLUSION and F22 Interceptor, for UK Megadrive, will swap for World of Illusion, Sonic 2 or anything else. Phone 0205 79595

SEGA GAME GEAR FOR SALE boxed, with good condition, ac adaptor and 5 good games, sell for £110 ono. Phone 0923 264015

SWAP GAME GEAR with 3 games and adaptor, for Super Nintendo with Mario World or Street Fighter 2. Phone Hacter on 0992 714852

GAME GEAR FOR SALE with 8 games, ac adaptor, master gear converter, sell for £130 ono. Phone Allen 0277 654351

GAME GEAR with 6 rechargeble battery, sell for £90. Phone 061 434 9805

ATARI LYNX FOR SALE with 3

games, sell for £50. Phone Stuart on 0422 843633

SWAP SONIC FOR ASTREBURNER 2 on the megadrive. Phone James on 037 870197

NINTENDO GAMEBOY GAMES FOR SALE, various titles, budget prices. Phone 0268 728181

NINTENDO GAMEBOY FOR SALE with 3 games, sell for £100, or swap for Atari Lynx or Sega Game gear with at least 1 game. Phone Ryan on 081 672 0597

SUPER MARIO LAND ON GAMEBOY for sale, unopened. Sell for £15 ono. Jonathon on 071 603 5994

BOXED LYNX 2 FOR SALE with 3 games, power supply sun screen, conlynx table, sell for £100 ono. Phone James on 0703 292381

SWAP GAMEBOY GAMES, Phone Ryan on 081 672 0597

GAME GEAR FOR SALE complete with hard carry case, Super Monico, ac adaptor, sell for £120. Phone 0865 730363 after 5pm

GAMEBOY GAMES FOR SALE. Phone Tom on 0733 557546

MASTER SYSTEMS 2 FOR SALE with 4 games, 1 control pad, boxed as new, sell for £50. Phone Adam on 0582 33412

GAMEBOY FOR SALE with 2 games, sell for £45, quick sell. Phone Andrew on 081 749 3853

ATARI LYNX with 9 games, kit case, power adaptor, sell for £190. Phone 0303 813279

ATARI LYNX CATRIGES FOR SALE, Phone 0404 814296

SEGA GAME GEAR FOR SALE with 4 great games, sell for £135. Phone Andrew on 081 749 3853

ATARI LYNX 2 FOR SALE, with 7 games, power supply, carry case, mains adaptor, sell for £200. Phone Angala on 0353 624546

SEGA GAME GEAR FOR SALE with power adaptor, boxed, sell for £70 ono. Phone Damian on 0249 816205

GAMEBOY FOR SALE with 13 games, adaptor, games light, in good condition, sell for £230 ono. Phone John on 0969 50234

COMMODORE FOR SALE with lots of games, sell for £120, or swap for a Super Nintendo. Phone Camren 0293 773896

6 GAMEBOY GAMES FOR SALE sell for £100 ono. Phone Arthur on 0925 268102

SEGA MASTER SYSTEM 2 FOR SALE with 2 control pads, 5 games, sell for £135. Phone Dan 0970 624936

TURTLES 4 for the Super Nintendo, will sell for £35 ono. Phone Alex on 081 886 7634

GAMEBOY with 6 games, boxed, game light, carry case, sell for £160 ono. Phone Jonathan after 4pm on 0257 266892

PC ENGINE GT FOR SALE with 13 games, swap for Super Nes with 6 games. Phone 0245 328995

SWAP MASTER SYSTEM with 4 games, 2 controllers, swap for Gameboy with 2 game. Phone Lawrance 0843 869028

GAMEBOY GAMES FOR SALE all in good condition, sell for £15 each. Phone Chris after 6pm on 0494 812355

SEGA GAME GEAR FOR SALE, sell for £120, with 3 games, carry case, screen and adaptor. Phone 0242 513820

GAMEBOY with 5 games, all boxed with instruction, game light, carry case, stereo head phones, sell for £110. Phone Jonathan 0743 791096

SWAP UK JAP CONVERTER for Super Nintendo. Phone 081 868 8908

SEGA GAME GEAR FOR SALE with 3 games, carry case, ac adaptor, perfect condition, sell for £130 ono. Phone Scott 0738 33949

ATARI 520 SPSM for sale with over 100 games, word processing software, sell for £260, or swap for a Megadrive with lots of games. Phone Brian on 031 552 9196

GAMEBOY FOR SALE with 4 top games, sell for £100 or swap for 4 -5 Megadrive games. Phone 081 593 3018

ATARI LYNX FOR SALE with War Birds, unscrached screen, all boxed, sell for under £60, consider swap. Phone Brian on 031 552 9196

GAMEBOY GAMES FOR SALE with games. Phone 081 840 5567

GAME GEAR FOR SALE in good condition, with 4 game, all boxed, sell for £120. Phone Jamie on 0492 518896

ATARI LYNX 2 FOR SALE with 3 games, boxed with instructions, sell for £100 ono. Phone 0268 758682

GAMEBOY with carry case, 8 games, light screen and magnifier, rechargable batteries, adaptor, sell for £150 ono. Phone Chapman on 0532 362345

2 GAME GEAR GAMES FOR SALE boxed with instructions, excellent condition, sell for £15 each. Phone Anthony on 0606 768589

GAME GEAR with 2 games, fully boxed, sell for £130 ono. Phone 081 570 6112

PC ENGINE GT FOR SALE with mains adaptor, sell for £300. Phone Raymond on 0354 694089

ATARI LYNX FOR SALE with 3 games, with accessories, sell for £130 ono. Phone Neil on 051 426 0138 after 5pm

GAMEBOY with 3 games, light, carry case, good condition, sell for £80. Phone Lee 081 577 5901

NINTENDO NES and Gameboy games for sale. Phone James 0483 570610

SWAP GAME GEAR with 6 games, for Super Nintendo and 1 game. Phone Stuart on 081 888 4669

ATARI LYNX FOR SALE with 7 games, carry case, mains adaptor, sell for £130. Phone Andrew on 0483 272302

GAMEBOY FOR SALE with 7 games, carry case, magnifier, light, sell for £120. Phone Kerry on 081 459 0342

SPECTRUM 48K 128K +2 FOR SALE with 23 games for sale, sell for £20 ono. Phone Simon on 0384 72573

MASTER SYSTEM FOR SALE with 3 games, swap for megadrive with 1 controller. Phone 0403 785348

ATARI LINKS 2 carry case, few games, worth over £200 sell for £80 call Hamish on 0925 263799

MEGADRIVE UK VERSION control pad with 4 games swap for Amiga 500 good condition contact Richard on 0282 614515

GAME BOY GAMES TO SWAP call Kevin on 071 326 0598

NINTENDO GAME BOY FOR SALE incl. rechargeble battery a switch sticks and 8 games. Games incl. Simpons, Mario, Megaman 2, Castlevania and more. Ring Nathan on 0604 409173

ATARI LYNX FOR SALE with 6 games incl. adaptor, and conlink lead, good condition sell for £140 phone 0254 889380 after 6pm

SWAP Shadow of The Beast 2, Space Fighter 2, The Games for Amiga. Exchange for Gameboy phone 0247 872575

FOR SALE ATARI LYNX 2 with 2 games and mains adaptor all boxed for £110 phone 0773 602035

SWAP MY LYNX GAMES for your Lynx games phone Edward on 0793 762413 from 4pm to 6pm

MASTERSYSTEM sell for £140 with 2 joy sticks. 3 months old. Call; 081 312 1280

SWAP ATARI LYNX GAMES some game with instructions phone 0257 266897

GAMEBOY PLUS 12 GAMES and light boy games sell for £150 ono. Call Christian on 0403 790803 after 6pm

GAMEBOY with 6 games, boxed, game light, carry case, sell for £160 ono. Phone Jonathan after 4pm on 0257 266892

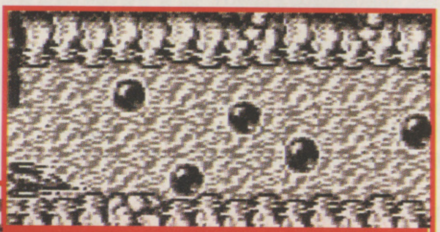
PC ENGINE GT FOR SALE with 13 games, swap for Super Nes with 6 games. Phone 0245 328995

SWAP MASTER SYSTEM with 4 games, 2 controllers, swap for Gameboy with 2 game. Phone Lawrance 0843 869028

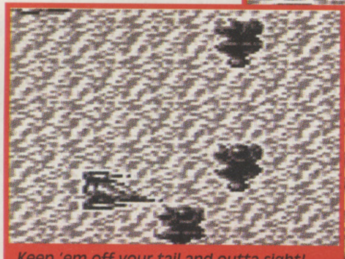
PREVIEWS

STAR HAWK

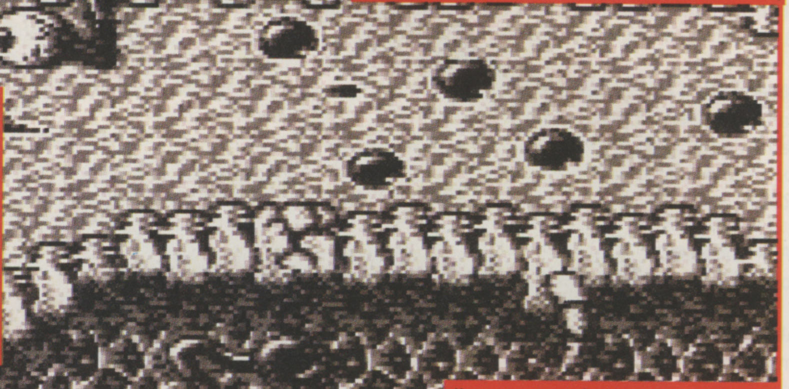
You'd be forgiven for thinking that the last thing the Game Boy needs is another horizontally-scrolling space shoot 'em up, but Accolade has flown in the face of popular opinion to bring you yet another such outing on the baby black and white! From the look of the preview copy of Star Hawk we've got in the office, the whole adventure seems to be a cross between R-Type and Nemesis, with huge space freighters chasing you through caverns and the like. Expect a full review soon.



Bulbous blackcurrant drops of doom!



Keep 'em off your tail and outta sight!

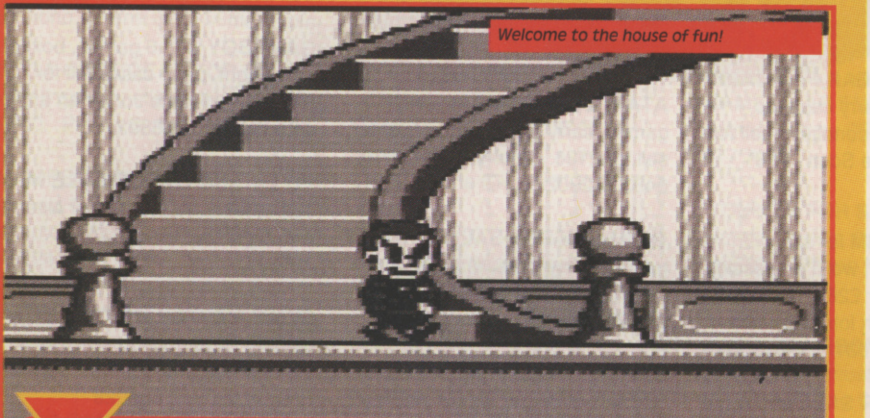


Keep an eye out for the enemy!

GAME BOY £24.99 BY ACCOLADE

ADDAMS FAMILY

After completely selling out of its first Addams Family game, Ocean realised it must be onto a good thing. Never the type to pass up an opportunity or ignore public demand they've decided to put the sequel out in portable form. This time around it's Pugsley who's the star as he scampers all over the family mansion, bumping into ghosts and ghoulies and collecting various paraphernalia. All manner of secret goodies are there for you to find, and the game is generally looking much better than its disappointing prequel. We'll be bringing you the full GO! Review as soon as the game is completed.



Welcome to the house of fun!

GAME BOY £24.99 BY OCEAN

AIR ZONK

PC Kid has temporarily given up on his platform antics in favour of blasting a few baddies out of the skies. The evil Count Drool has sent forth powerful Cyber robots to carry out all manner of disgraceful deeds. But a team of cool sunglass-wearing warriors, led by Kid, has other ideas. So it's into battle you must go in order to destroy the might of the evil Drool's army.

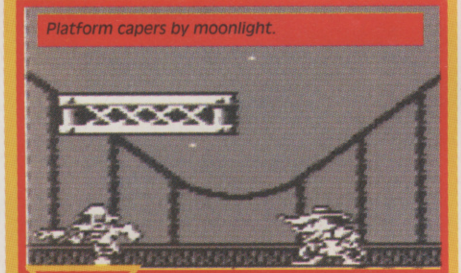
Air Zonk is one of the most eagerly awaited GT carts for some time now, and all indications are that the wait will have been well worth it. After the brief look we managed to get, we came to the conclusion that it's looking dead smart. Watch out for the full GO! Review in the very next issue!

PC ENGNE GT

£34.99 BY HUDSON SOFT

DARKWING DUCK

Another crazy character is about to make his debut on the Game Boy! Darkwing Duck is his name, and he's a new breed of winged Super Hero! A traditional platform adventure, the dynamic quacker takes on the bad guys armed with his super-heroic abilities, as well as a few choice weapons scattered around his world. Details are being kept quiet at the moment, but we'll be coming up with the definitive GO! Review of the completed game very shortly – don't miss it!



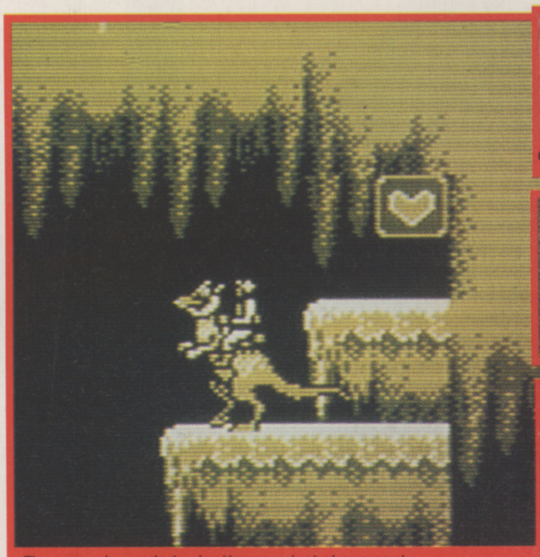
Platform capers by moonlight.

GAMEBOY

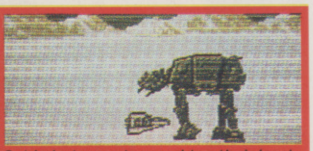
£34.99 BY NINTENDO

THE EMPIRE STRIKES BACK

We bet you young Jedi's were chomping at your grannies' false teeth after last month's bowel-blistering Review of the incredible Star Wars on the Game Boy! Well, the scorching news is that you could be in for the same thrills all over again, as those cunning continental champions at Ubi Soft get ready to unleash The Empire Strikes Back to follow in the original's huge footsteps. As with the first outing, Empire Strikes back is a conversion of the NES version, with Luke rampaging through the ice world of Hoth and its underground caverns. The graphics, however, seem to be much improved, with massive Walkers to fell and loads of levels to tackle. A spectacular Review is imminent!



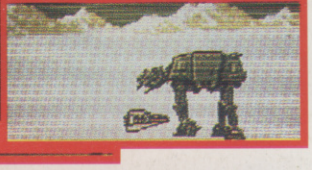
Those much-needed valentines are just above you!



Get in between 'em and tag their legs!

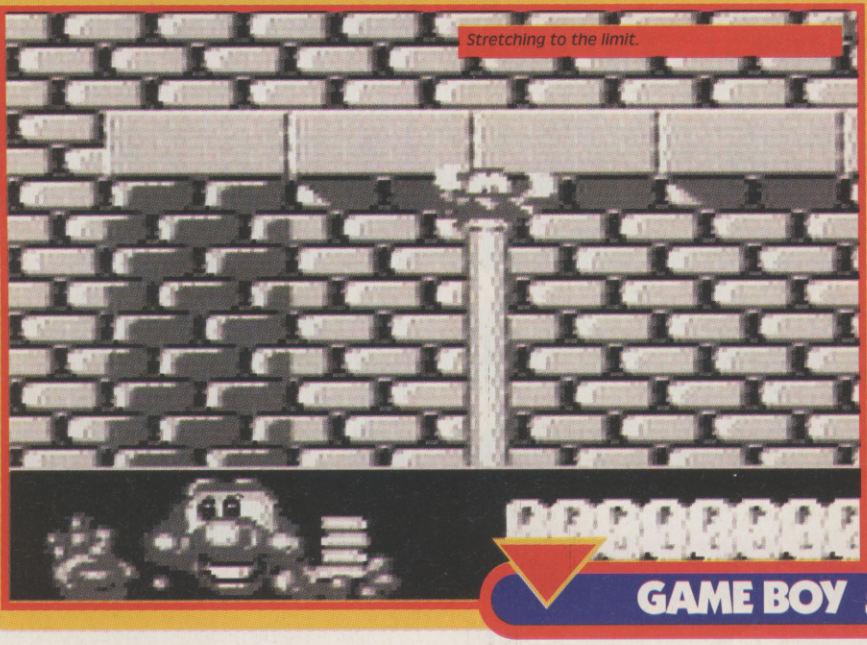
STAR
THE
EMPIRE
STRIKES BACK
WARS

He may smell, but this Taun-Taun could save your life.

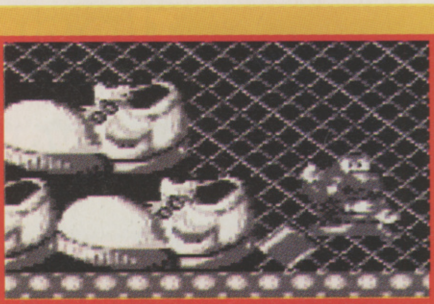


GAME BOY £TBA BY UBI SOFT

ROBOCOD



Stretching to the limit.

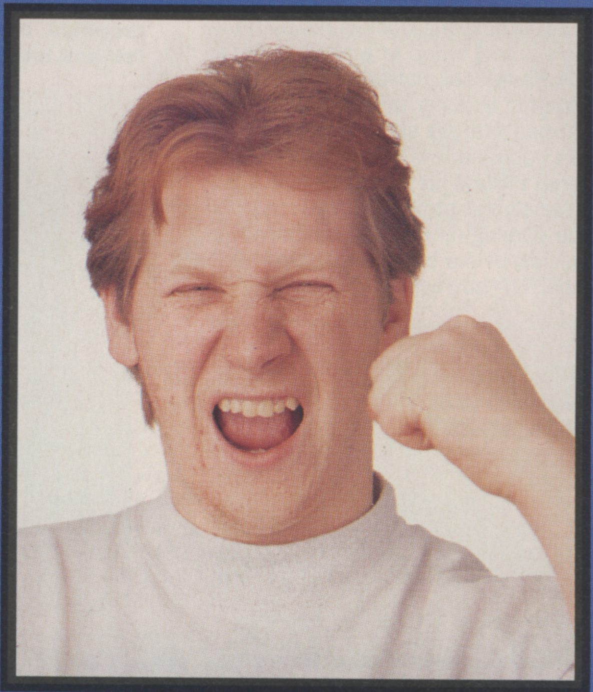


I wouldn't like to meet the guy who wears these!

One of the biggies of 1992 was the aquatic agent, James Pond. Robocod was the name of the game and was universally praised for its outstanding gameplay and cute graphics. How well the cold-blooded character will fare on the Game Boy is anyone's guess, but what's certain is that Ocean will be doing its best to come up with as good a conversion as possible. The game's at an extremely early stage of development at the moment, hence the obscure screen-shots, but we'll keep you informed on its progress.

GAME BOY £24.99 BY OCEAN

NEXT MONTH!



**The man on the left is happy, carefree and a big hit with the ladies.
The man on the left is at ease with himself, can converse knowledgeably on a variety of subjects and takes everything in his stride.
The man on the right is Editor of GO!, and he's just sorted out a stack of top games for next issue, including Robocod and Caveman Ninja.**

WHICH WOULD YOU RATHER BE?

HAND-HELD GO! VIDEO GAMES

Get it March 15th – FREE with CVG!

(Actually, the man on the left isn't that popular at all).

MORE TIPS THAN YOU CAN SHAKE A STICK AT!

A veritable cornucopia of Megadrive tip delights are now yours for the asking. Marvel at the MEAN MACHINES Megatech Megadrive Megatips book, on sale at all good newsagents from December 15th, priced £2.95.

GET some maj-or excitement and truly awesome soccer facts, fun, features, posters, profiles, prizes, and previews with the UK's number one mag - MATCH!

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WHOAOOOaaaaaaaaaaaaaaaaYYYY

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